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[PROTOTYPE®2]

COVERS MICROSOFT XBOX 360®, SONY PLAYSTATION®3 COMPUTER ENTERTAINMENT SYSTEM, AND PC

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Phillip Marcus

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[PROTOTYPE 2]

OFFICIAL STRATEGY GUIDE

Phillip Marcus

INTRODUCTION 2

JAMES HELLER, THE SECOND PROTOTYPE. 4

THE OPPOSITION 18

MAIN MISSIONS 34

YELLOW ZONE

M1: MEET YOUR MAKER 38
M2: RESURRECTION 41
M3: THE STRONG SURVIVE. 43
M4: OPERATION FLYTRAP 46
M5: BRAIN DRAIN 50
M6: PROJECT LONG SHADOW 53
M7A: THE LAB RAT. 56
M7B: FEEDING TIME 59
M8B: SALVATION. 63
M9: THE MAD SCIENTIST 66
M10: ORION PHASE TWO. 71
M11: NATURAL SELECTION 74
M12: THE AIRBRIDGE/ ENEMIES AND ALLIES 77

GREEN ZONE

M13A: A STRANGER AMONG US. 84
M14A: A NEST OF VIPERS 89
M13B: THE WHITE LIGHT. 93
M14B: TAKING THE CASTLE 95
M15B: A MAZE OF BLOOD 97
M16B: ALPHA WOLF 101
M17: FALL FROM GRACE. 104
M18: THE DESCENT/PREDATOR AND PREY . . .107

RED ZONE

M19: BURNED FROM MEMORY 112
M20: LAST RESORT 115
M21A: FLY IN THE OINTMENT 118
M21B: DIVINE INTERVENTION 121
M22A: OPERATION FIREHAWK. 123
M22B: LOST IN THE SYSTEM 125
M23: A LABOUR OF LOVE 128
M24: MURDER YOUR MAKER 130

COLLECTIBLES 134

BLACKNET

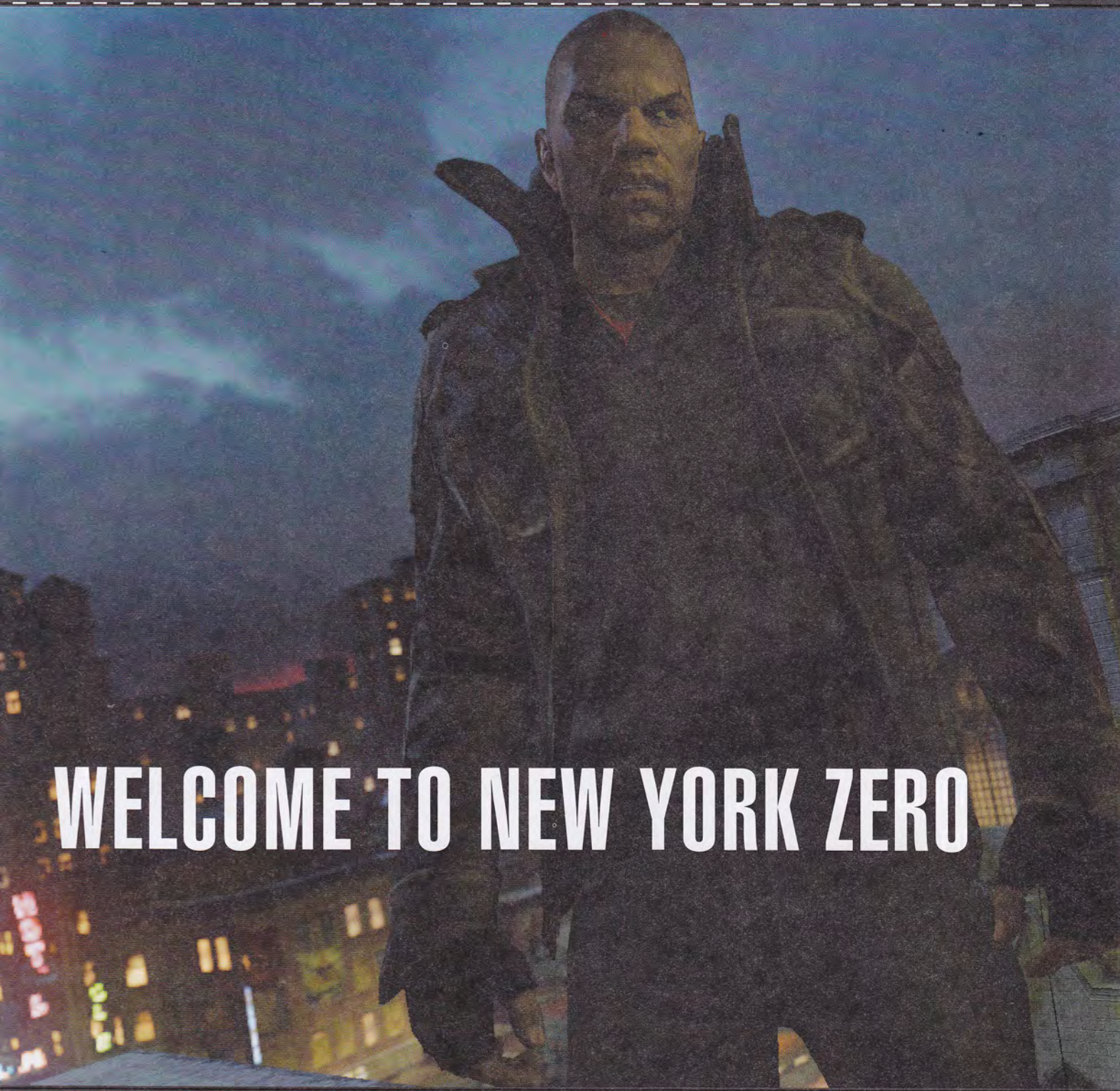
ORION'S BELT 143
BLACK TULIP. 145
CLEAN SWEEP 147
MANTICORE 149
KEYHOLE 151
JACK-OF-ALL-TRADES. 153
RED GLACIER. 155
VIVID FUTURE 157
SPOTTED CAT 159
LONG HORIZON. 162
STUN CIRCUIT 164
CLOCKWORK 165

RADNET 168

ACHIEVEMENTS AND TROPHIES 176

THE ART OF *PROTOTYPE 2*. 178

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WELCOME TO NEW YORK ZERO

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The world of *Prototype 2* is a grim one, with secret government experiments and viral outbreaks exposing the world to genetically altered and manufactured horrors.

In the first *Prototype*, one such experiment, a virus known as Blacklight, was responsible for an outbreak that devastated New York City. A scientist named Alex Mercer was at the center of the outbreak, and the events of *Prototype* chronicled his story, and the near total destruction of NYC.

In *Prototype 2*, some years after the events of the first game, New York City has been renamed New York Zero, or NYZ, and a new wave of the Blacklight virus has divided the city into three different zones: Green, Yellow, and Red.

Blackwatch, a special military unit dedicated to battling biological warfare, is responsible for containing the outbreak, while Gentek, a corporation focused on genetic engineering, continues their experiments with the virus. As they did in the first game, these two organizations work in tandem to insure that NYZ stays a dangerous place.

This time, the story is told from the perspective of a soldier named James Heller. Much like many of NYZ's inhabitants, he has become infected with the Blacklight virus. Unlike the other Blacklight victims that fill the city, Heller now has the means to seek revenge.

Along with Heller, Alex Mercer is still out there, somewhere in the infected ruins of NYZ, and the tale of Blacklight, Gentek, Blackwatch, and the Infected is not yet finished...

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JAMES HELLER, THE SECOND PROTOTYPE

James Heller begins the game as a bereaved soldier, after his wife and daughter are lost to the Infected attacks in NYZ. No longer caring for his own life, he requests deployment to the most dangerous area of NYZ. Initially denied, he is eventually recruited by a Blackwatch kill team and sent into the Red Zone.

His encounter there begins a new chapter in the story of the Blacklight Virus, as Heller is infected and transformed, granting him superhuman powers and a new mission.

This chapter provides details on all of the Traits, Powers, Mutations, Skills, Abilities, and Evolutions that Heller can acquire.

For *Prototype* veterans, you will be pleased to discover that Heller can be customized to a much greater degree than Alex Mercer. Throughout the course of the game, there are numerous optional challenges and events you can tackle to increase Heller's power, allowing you to customize Heller's mutations to your personal taste.

We examine each of the possible upgrades to help you decide how best to modify and alter Heller's DNA. Enjoy!











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UPGRADING HELLER

Power, Skill, and Ability upgrades are unlocked by completing specific main story missions. Once unlocked, special Infected and Blackwatch marked with the upgrade symbol appear in the world for you to consume.



If you fail to consume an upgrade Infected or Blackwatch due to it dying or you traveling out of range, don't worry, new ones with the upgrade always appear again. You can't permanently miss an upgrade!

INHERENT TRAITS

CONSUME, REGENERATION

ACQUISITION — MISSION 2

CONSUME

Consumption is a powerful ability granted by the Blacklight infection. Heller is capable of literally consuming any organic matter—be it Blackwatch soldiers or Infected monsters.

Consuming humans grants you the ability to assume their forms as a disguise, vital for infiltrating Blackwatch bases and avoiding detection around the city.

It is possible to consume humans overtly or covertly. If done stealthily, you can infiltrate Blackwatch bases without raising an Alert. This is also useful throughout the story if you want to complete parts of certain missions without unnecessary fighting.

Basic humans and weak Infected can be consumed simply by grabbing them, but tougher enemies must be beaten down until they are staggered. Once they are weak enough, you can then grab and consume them.



REGENERATION

Heller's infection also grants him the ability to regenerate from even the worst wounds.

Once you unlock the Regeneration Evolutionary ability later in the game, Heller regenerates health when outside of combat. You can upgrade Regeneration as you gain Evolution levels, improving its effectiveness and eventually allowing you to regenerate even while in combat.

HUNTING, DISGUISE

ACQUISITION — MISSION 3

HUNTING

Viral "sonar" as Heller so aptly describes it during *Mission 3: The Strong Survive*, is exactly what it sounds like—the ability to send out pings that let you track down a specific person via triangulation.

Hunting is most useful when you need to locate a specific person during a story mission, or when you have to hunt down a Blackwatch trooper, Gentek scientist, or even a civillian during a Blacknet mission.



While active, pressing the Hunt button sends out a visual ping of screen-covering red light. It then returns from the target as a white circle centered wherever the target is located.

It is easier to see where the center of the circle is returning from if you are high up off the ground. Find a nearby rooftop and use Hunt to more easily discern the location of your prey.

Once you are in range of your target, they are highlighted by the use of Hunt. This causes their entire body to glow, making them easy to pick out of a crowd.

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DISGUISE

After consuming a human, Heller instantly assumes their form, and from that point on he can then assume that new form at any time by pressing the Disguise button. This lets him switch back and forth between his normal appearance and the disguise (clothing included!).



Blackwatch disguises are vital for stealthy infiltration, and any disguise is useful to escape a Blackwatch Alert. If you switch while out of sight of your pursuers, the pursuit is quickly lost.

Note that switching while you are in sight of foes after you have riled up Blackwatch doesn't do you any good. You have to switch while you are out of line of sight.

STEALTH AND THE SUSPICION METER

Blackwatch soldiers don't automatically attack you while you're roaming the city—unless you attract their attention.

To represent their interest in Heller's actions, you have a Suspicion meter that gradually fills if you perform unusual actions for a civilian or Blackwatch soldier, and drains when you get out of sight or stop attracting their attention.

Filling the Suspicion meter completely, taking any aggressive actions, or revealing your Blacklight infection via an overt display of mutation causes you to enter an *Alert* state, and nearby soldiers attack you immediately.

If you stay in an Alert state for an extended period of time, a Strike Team is called in to attack you. Strike Teams pursue you relentlessly, unlike normal Alert states which can be evaded by simply fleeing the scene.

Some actions that can trigger an Alert or raise suspicion include:

- **Attacking any Blackwatch trooper or base is an instant Alert.**
- **Activating any Mutation in plain view of a soldier, or walking into view with a Power active causes an alert. This includes Claws or other weapon forms, consuming a human or Infected, or performing superhuman feats like picking up a car.**
- **Standing in range of a Viral Detector rapidly increases suspicion.**
- **Running on walls and gliding can raise suspicion, as does landing hard from a high fall, though they are unlikely to trigger an instant Alert unless you fly directly over a Blackwatch base in Heller form.**
- **Bumping into soldiers raises suspicion, and attracts some attention for a few seconds as nearby soldiers watch you.**

Naturally, suspicious actions only raise the meter if you are actually under active observation.

You can tell this at a glance. The Suspicion Meter is black if you are unobserved, illuminated yellow if you can be seen by Blackwatch troops, and fills with yellow as you perform suspicious actions.



If it fills completely, it turns red and you come under attack. To break an Alert, flee the scene, and when the onscreen prompt ("Switch!") appears, you can change forms to kill the Alert immediately.

After switching, your previous form is still "hot", represented by a draining red meter.

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VIRAL DETECTORS

>>> Viral Detectors are special devices located in Blackwatch bases designed to sense the presence of the Blacklight virus. This makes them the one thing that can penetrate your disguise if you aren't taking any overt aggressive actions.

While you are standing near a detector, the suspicion meter rises continuously. Get out of range before you are detected if you are trying to be stealthy.

POWERS

Powers are Heller's personal weaponry, ranging from swift and lethal Claws to ponderous, crushing Hammerfists.

Each Power has strengths and weaknesses in different situations, but as you are allowed to switch instantly in combat (and pause combat while doing so), you can always use the best tool for the job.

Powers are unlocked during specific story missions, so the only way to acquire them all is to progress through the main storyline.

POWER	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4
CLAWS	Tap for Quick attacks. Hold for Claw Pounce.	Claw Range increased by 25%	Claw Pounce range increased.	25% damage boost
TENDRILS	Tap for Quick attacks. Hold for Black Hole.	Fortified enemies can be immobilized	Black Hole attack grabs larger objects	25% damage boost
BLADE	Tap for Quick attacks. Hold for Tornado.	Blade Range is increased by 15%	Tornado attack has one more spin	25% damage boost
HAMMERFIST	Tap for Quick attacks. Hold for Ground Spike.	Hammerfist damage radius increased.	Range and size of Ground Spikes increased	25% damage boost
WHIPFIST	Tap for Quick attacks. Hold for Longshot.	Whipfist range increased	Longshot range increased	25% damage boost











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CLAWS

ACQUISITION — MISSION 4

UPGRADES UNLOCK AFTER — MISSION 4, 11, 17

Your earliest Power, Claws are your basic melee attack for most of the game.

They are fast, deal good damage, and have a leaping attack that gives you excellent mobility, either for offense or escape.

The Claws basic attack is lethal against weak Blackwatch soldiers or Infected, but it requires quite a few hits against Orion Supersoldiers, Brawlers, or Evolved. The Claws are *not* an ideal weapon against heavy armor.



ATTACKS

Tap Attack for rapid Claw slashes.

Hold Attack for a **Claw Pounce** attack. This attack has a *very* long leap distance, and can be used to target enemies on the ground or in the air, and used while jumping to propel you towards a targeted enemy.

TENDRILS

ACQUISITION — MISSION 6

UPGRADES UNLOCK AFTER — MISSION 6, 11, 17

Tendrils are the second unlocked Power, and they are a very useful and versatile weapon.

Unlike Claws, Tendrils are of average speed at best, but they have a slightly longer reach in melee range, and have a longer range power attack.

The real power of Tendrils is what they do when they hit an enemy. Strands of genetic goo (yum!) attach to the target and the surrounding environment, pinning your hapless victim in place.

At the beginning, they can only pin smaller enemies, but when upgraded once, they can lock down large Brawlers, Super Soldiers, or even vehicles!



Against the tougher melee enemies, this makes Tendrils a very powerful weapon, as they allow you to freeze these formidible foes in place and score some free damage. In the case of the Brawlers specifically, you can actually pin them down and slice off a limb while they are frozen, reducing their offensive power considerably.

ATTACKS

Tap Attack for a Tendril grab. Anything struck by your Tendrils is wrapped in a mass of biological strands. This attack instantly kills weaker enemies, and stronger foes are tied down, frozen in place temporarily.

Hold Attack for a **Black Hole** attack. This is a longer range Tendril strike, and when it impacts, biological strands grab anything nearby in the environment and pull it onto your target with crushing force.

In mid-air, holding Attack triggers the same Black Hole attack, so you can use it to strike helicopters, or to hit ground vehicles from above.

This attack happily grabs other nearby enemies, cars, debris, explosive containers; you name it, pulling it all in with crushing force.

The Black Hole attack is ideal for doing a good chunk of damage to a stronger target, while at the same time killing weaker nearby enemies by pulling them into the center mass and gibbing them instantly.

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YOUR TRUSTY SIDE "ARM"

TENDRILS MAKE A GOOD SECONDARY WEAPON FOR MUCH OF THE GAME. THEY ARE ACQUIRED EARLY, SO YOU CAN USE AND UPGRADE THEM SOONER THAN THE LATER POWERS, AND THEY ARE VERY USEFUL AGAINST ALL FORMS OF ENEMIES.

SPEND TIME EXPERIMENTING WITH TENDRILS. ONCE YOU GET A FEEL FOR HOW THEY CAN LOCK TOUGH ENEMIES IN PLACE, THEY SIGNIFICANTLY INCREASE YOUR POWER IN COMBAT, WHILE REDUCING THE THREAT OF MASSED WEAKER ENEMIES OR SINGLE STRONGER ONES.

BLADE

- **ACQUISITION** — **MISSION 13B**
- **UPGRADES UNLOCK AFTER** — **MISSION 13B, 17, 20**

An iconic weapon of Alex Mercer in the first *Prototype*, the Blade returns, and it is a powerful weapon indeed.

An upgrade in raw power from the Claws, the Blade is ideal for clearing out weak enemies and slicing larger ones to pieces. It is even strong enough to deal respectable damage to armored vehicles.

The Blade trades speed and agility for power and reach, but in most situations, it can be safely used instead of the Claws. It is especially effective at slicing up the Brawlers and Orion Supersoldiers encountered from the mid-game on (conveniently, also the same point at which you acquire the Blade).

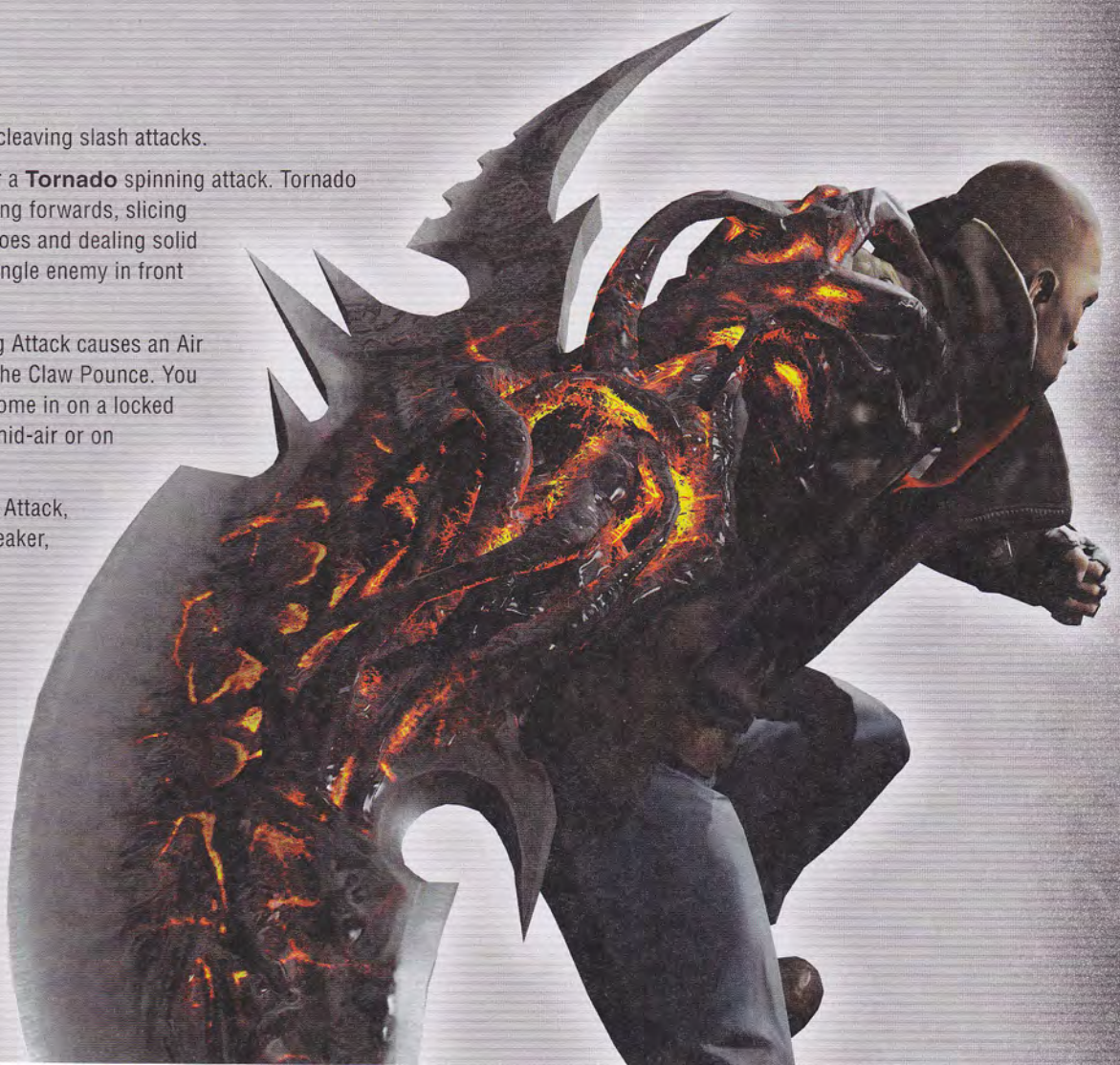
ATTACKS

Tap Attack for cleaving slash attacks.

Hold Attack for a **Tornado** spinning attack. Tornado sends you spinning forwards, slicing apart all nearby foes and dealing solid damage to any single enemy in front of you.

In midair, holding Attack causes an Air Slice, similar to the Claw Pounce. You can use this to home in on a locked target, either in mid-air or on the ground.

If you simply tap Attack, you perform a weaker, but faster, flying slice.

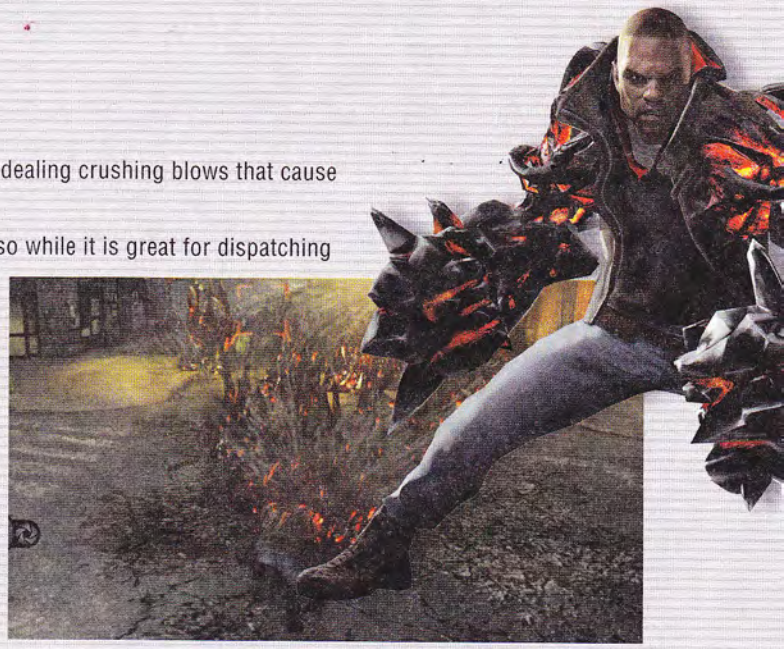


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HAMMERFIST

ACQUISITION — MISSION 14A

UPGRADES UNLOCK AFTER — MISSION 14A, 17, 20



The Hammerfist is a ponderous and powerful weapon, capable of dealing crushing blows that cause rippling shockwaves, damaging any foes nearby.

The Hammerfist trades off speed heavily for this power however, so while it is great for dispatching large groups of weak foes using power attacks, or for smashing slow moving armor, it's the wrong weapon to use against tough, agile enemies.

Its power attacks are *really* power attacks though, they excel at dealing area of effect damage in one huge burst.

ATTACKS

Tap Attack for a slow multi-hit ground slam. This attack is excellent for smashing armored vehicles to bits.

Hold Attack for a **Ground Spike** attack. This causes a blast of spines to erupt from the ground in a large cone in front of Heller. This attack is ideal for clearing out weak enemies nearby.

Holding Attack in mid-air performs the same Ground Spike, by first slamming into the ground with crushing force. This attack is great both for clearing groups *and* for coming down atop armored vehicles.

Tapping Attack in midair performs an elbow drop that impacts with crushing force, strong enough to smash weaker Infected.

WHIPFIST

ACQUISITION — MISSION 20

UPGRADES UNLOCK AFTER — MISSION 20

The final Power that Heller acquires, the Whipfist is a specialized weapon, a long range tool that can perform sweeping attacks, or focused long-range strikes.

The Whipfist is notably useful for giving you an easy and reliable weapon to use against helicopters. Until you earn this, there are other ways to take them down quickly, but they rely on the presence of Blackwatch weaponry, thrown items, or reaching the helicopter directly to weaponize or hijack it.



WHIPFIST GRAB

>>> The Whipfist has one other unique and very useful property—while active, Heller can use the Whipfist to automatically extend his grabs.

This means you can grab targets from a distance to consume or create bio-bombs with.

ATTACKS

Tap Attack for a wide sweeping strike. This long range, side to side sweep instantly kills weak enemies, but it is not a great attack against single strong enemies.

Hold Attack for a **Long Shot**, this projects the Whipfist out in a straight line, dealing a single high powered strike to any single target.

The Long Shot, in the air or on the ground, is perfect for taking out helicopters, and also works fairly well for dealing damage to tough enemies at a safe distance.

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MUTATIONS

Mutations are special upgrades acquired by completing side missions—Collectibles and Blacknet missions both award a variety of Mutation types. Completing a mission that awards a Mutation allows you to pick any *one* Mutation in that category.

RADNET MISSIONS

>>> Radnet missions are unique in that they have their own specific set of Mutations, unlocked only via Radnet missions, and there are five of them in total.

Note that some Mutations are restricted to the Green or Red Zones—you must complete a side mission in those Zones to pick that specific Mutation.



Mutations provide small benefits to abilities that you can use in many situations, and larger boosts to more specific abilities.

Picking the Mutations that affect the abilities you use most often *and* that affect the widest range of abilities is a sound strategy.

If you find yourself having trouble in any of the main story missions, taking a break to tackle side objectives and increase in Evolutionary level, as well as earn Mutations, can ease the difficulty considerably.

OFFENSIVE

Offensive Mutations boost Heller's damaging capabilities. We recommend picking up Melee Expert, Strike Force, Darwinism, and Revenge Boost as soon as possible to boost your Power attacks against all types of enemies.

Grab the more specialized bonuses once you figure out what sort of attacks you prefer using.

MUTATION	EFFECT	UNLOCK LOCATION
DEATH FROM ABOVE	Increase aerial attack damage by 10%	Any
MELEE EXPERT	Increase melee attack damage by 10%	Any
ROCKET ARM	Improve your throwing damage and speed by 10%	Any
DEVASTATINGLY BEAUTIFUL	Widen the range of your Devastator by 25%	Red or Green Zones
STRIKE FORCE	Deliver 10% stronger melee attacks to all enemies	Any
GOOD LITTLE SOLDIER	Deal 10% more damage when you operate military weapons and vehicles	Red Zone
HELLER'S ANGELS	Give a 50% damage boost to your Brawler Pack	Red Zone
DARWINISM	Inflict 10% more damage on all your military enemies	Any
REVENGE BOOST	Pummel Infected enemies with 10% more force	Any

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DEFENSIVE

Defensive mutations boost Heller's durability. Hard Boiled, Bulletproof, and Healthy Appetite are particularly notable; pick them up first before grabbing the Shield and dodge upgrades.

MUTATION	EFFECT	UNLOCK LOCATION
 BULLETPROOF	Deflect all bullets from small firearms	Green or Red Zone
 HARD BOILED	Decrease damage taken from enemies by 25%	Any
 SHIELDS UP	50% more time to block incoming attacks with Shields	Any
 PERSONAL SPACE	25% more time to trigger special attacks by dodging over enemies	Any
 IMPALER	25% more damage from Shield Spikes with a timed block	Red Zone
 HEALTHY APPETITE	Increase your health by 25%	Any

LOCOMOTION

Locomotion upgrades are all very useful for getting around the city more quickly.

It's worth noting that some of the later Cargo Delivery Blacknet missions can be fairly difficult if you don't have Heller's Movement Evolutions fully upgraded *and* most or all of the Locomotion mutations.

They aren't absolutely necessary, but they do make the races much easier. If you're having trouble staying ahead of the clock, invest in some Locomotion upgrades and try again.

MUTATION	EFFECT	UNLOCK LOCATION
 JUMPY	25% greater jumping distance	Any
 DASHING	25% longer Air Dash	Any
 GOD SPEED	Increase running top speed by 50%	Any
 CHEETAH	Reach top speed 4x faster than normal	Any
 JET PROPULSION	Extend Glide distance by 25%	Green or Red Zone
 EXTRA DASHING	Gain one additional Air Dash	Red Zone

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PREDATOR

Predator upgrades are a set of miscellaneous mutations, less broadly useful than Offensive, Defensive, or Locomotion upgrades, but still helpful in specific situations.

Pick up Mass-terful Strikes, Protein Boost, and Hungry Boy before grabbing the others, as they are the most broadly useful.

MUTATION	EFFECT	UNLOCK LOCATION
 PROTEIN BOOST	25% more health from Consuming	Any
 INCONSPICUOUS	Decrease Viral detector suspicion rate by 50%	Any
 HUNGRY BOY	25% more Mass from Consuming	Any
 SUBMISSION SPECIALIST	Weaponize, Hijack, and enter Lairs 75% faster	Green or Red Zone
 MASS-TERFUL STRIKES	Gain Mass from using melee attacks	Any
 THE BIG BANG	Make Bio-Bombs 10% more explosive	Red Zone
 SPEEDY RECOVERY	Devastator and Pack Leader activate 25% faster	Red Zone

POWER SPECIALIST

Power Specialist mutations are very specific, focused mutations that boost the effectiveness of Power special attacks.

These can generally be saved for last, as they are small upgrades to your overall effectiveness, though Eventful Horizon is notable for being a large upgrade on a Power that you're likely to use frequently.

MUTATION	EFFECT	UNLOCK LOCATION
 EVENTFUL HORIZON	Give your Tendril's Black Hole attack a 25% longer reach	Green or Red Zone
 JUNGLE CAT	Leap 10% further with Claw Pounce	Green or Red Zone
 GO BALISTIC	Whipfist Long Shot range increased by 10%	Red Zone
 SPIKED PUNCH	10% more damage with Hammerfist's Ground Spikes	Red Zone
 TWISTED	Blade Tornado range increased by 10%	Green or Red Zone

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RADNET

Radnet upgrades are a special set of mutations that grant unique bonuses. In particular, Weightless, Ravenous, and Fast Learner are especially helpful.

MUTATION	EFFECT	UNLOCK LOCATION
 HEALTH PACK	Brawler Pack health increases by 25%	Complete a Radnet Mission Set
 SECURITY BLANKET	Health regenerates 1% per second while blocking	Complete a Radnet Mission Set
 WEIGHTLESS	Float higher after triggering a second Glide in mid flight	Complete a Radnet Mission Set
 FAST LEARNER	Get 25% extra experience for kills	Complete a Radnet Mission Set
 RAVENOUS	Enemies require 10% less damage to Consume	Complete a Radnet Mission Set

SKILLS

Skills are special upgrades to Heller's handling of Blackwatch assets—vehicles and weaponry.

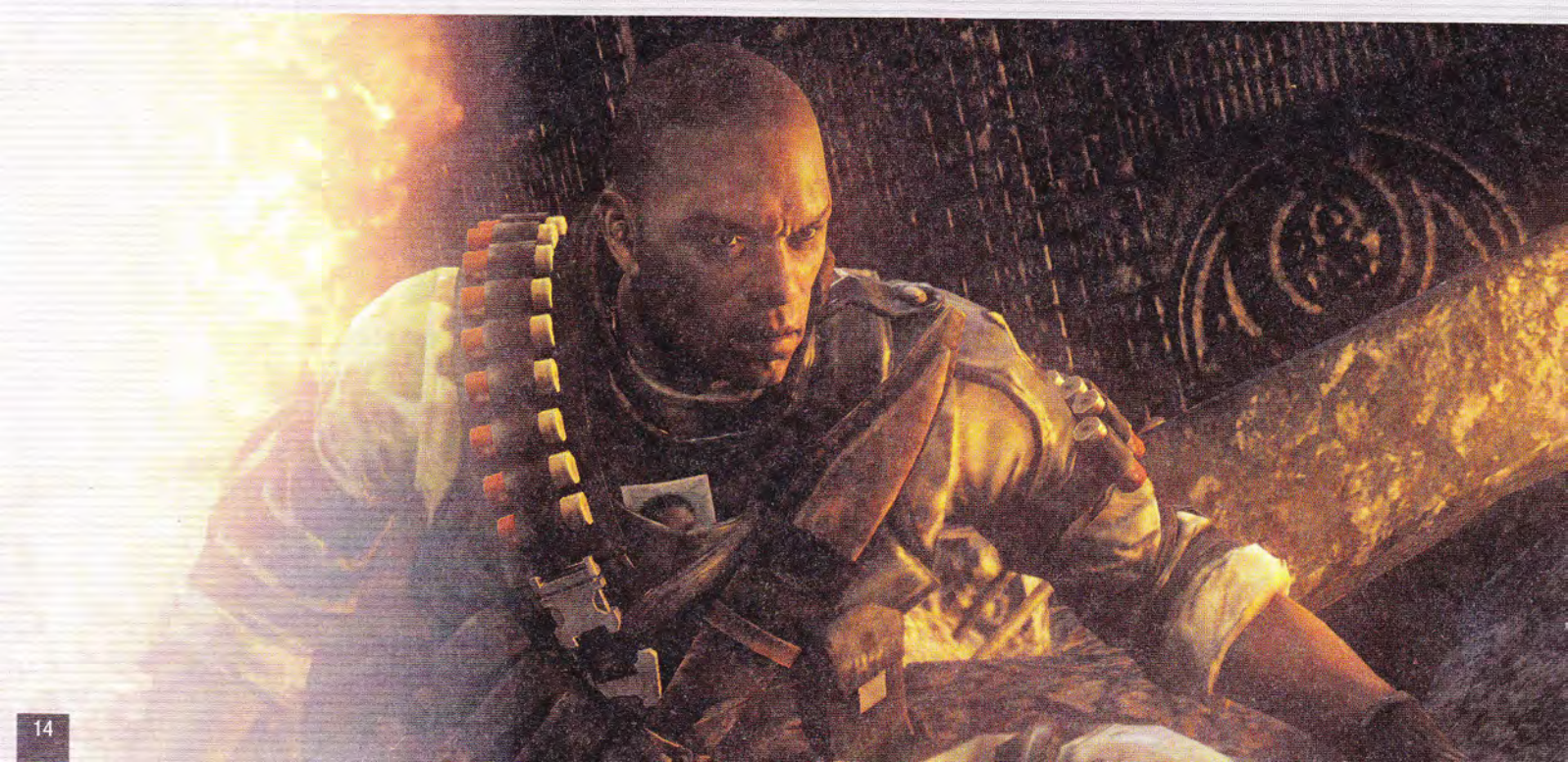
All of these upgrades are useful, and conveniently, just like the upgrades to Heller's Powers, these are acquired by consuming Blackwatch personnel marked with the or icon.

These upgrade NPCs appear throughout the world once they are unlocked by completing specific story missions, and they're always worth pursuing.

The first levels of Armor and Helicopter use must be acquired via specific missions before you can use them at all, while you can make use of Blackwatch weapons very early in the game.

Generally speaking, Assault Rifles, Light Machine Guns, Grenade Launchers and Rocket Launchers aren't as strong as Heller's own melee Powers, *but* they have the advantage of range.

The Launchers in particular remain useful for most of the game, as they are valuable for taking down helicopters and armor at a distance. If you really want to keep a Brawler or Supersoldier at arm's length, they are also helpful in that role.



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HEAVY WEAPONS

>>> Weaponized APC, Tank, and Helicopter armaments are a different matter entirely.

Those weapons wreck the house! By all means, tear off TOWs, Gatling guns, and rocket pods and go to town on any and all Infected and Blackwatch in the area.

To some degree they can even be stronger than the vehicle itself in short bursts, as they are limited by ammunition, not a heat/cooldown meter.

A Gatling gun from a Tank is a terror that can lay waste to entire packs of Infected or squads of Blackwatch, and TOWs or rocket pods can easily dispatch Hydra or APC convoys.

Have fun!

SKILL	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4
Armor	Board Armored vehicles	Ammo +30%, Damage +50%	Ammo +50%, Damage +100%	Ammo +100%, Damage +150%
Helicopters	Board Helicopters	Ammo +35%, Damage +50%	Ammo +50%, Damage +100%	Ammo +100%, Damage +150%
Rifles	Ammo +35%, Damage +20%	Ammo +65%, Damage +35%	Ammo +100%, Damage +50%	—
Launchers	Ammo +25%, Damage +20%	Ammo +50%, Damage +35%	Ammo +75%, Damage +50%	—









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EVOLUTION

Evolution upgrades are earned by acquiring experience points throughout the game. Experience can be earned by completing missions, consuming targets marked with a , or (in much smaller amounts) for simply causing havoc and destroying Blackwatch and Infected enemies.

Each Evolution Level gained allows you to purchase one upgrade to one of the six upgrade lines. Mass and Finishers are restricted until unlocked in specific storyline missions, but the others can be fully upgraded immediately, even if you ignore the story for some time.

DARWIN WOULD BE PROUD

>>> You can directly control your evolution, and not all of the upgrades are created equal, so here's some advice if you want to plow right through the story without getting other upgrades:

- Pick up the Regeneration upgrades immediately, mixing in a few Health upgrades.
- Grab the first level Mass upgrade to prevent interruptions to Devastator and Pack Leader.
- Get the Finisher upgrades when available. They allow you to instantly terminate armor and helicopters.
- Pick up the Movement upgrades later, *or*, pick them up when you start tackling side missions to aid your travel around the city and do Cargo Delivery missions.
- The Shapeshifting upgrades are the least important, as you aren't threatened when playing stealthily, and as long as you're careful, you don't need these upgrades to do a full stealth infiltration anywhere in the game

EVOLUTION	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4
MOVEMENT	Sprint +10%, Jump +50%	Sprint +30%, Jump +100%, Air Dash +50%	Sprint +50%, Jump +200%, +1 Air Dash	Sprint +100%, Jump +300%, Air Dash +100%
HEALTH	Health +25%	Health +50%	Health +75%	Health +125%
REGENERATION	Regenerate to 50% outside combat	Health from Consume +30%	Regenerate to 100% outside combat	Health slowly regenerates to 100% in combat
SHAPESHIFTING	Suspicion rate drops 50% faster	Viral Detector sensitivity down 50%	Strike team arrival speed down 50%	Enemy vision cones reduced by 25%
MASS	Devastator or Pack Leader cannot be interrupted by enemy attacks	Mass Bar increased by 1 (one more Brawler)	Mass from Consuming +30%	Mass Bar increased by 1 (two more Brawlers)
FINISHERS	Destroy armored vehicles instantly	Destroy helicopters instantly	—	—

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ABILITIES

Abilities are special actions that can be performed in combat—the Shield enabling block is the most fundamental, while Bio-Bomb is a special offensive tool, and Pack Leader grants you a new use for your Mass Bar.

The Shield upgrades are acquired during the story, but the upgrades for Bio-Bomb and Pack Leader are acquired in the same manner as other consumable upgrades, from Infected throughout the game once they are unlocked.

Bio-Bomb lets you turn any basic Infected or human into a literal biological explosive. Grab one and tap Attack to infect them, then throw them at your target and watch the fireworks.

Pack Leader, on the other hand, uses your Mass Bar as an alternative to the Devastator ability. Using it summons your very own pack of obedient Brawlers to lay waste to your enemies!

DEVASTATOR

>>> Devastator is acquired during the story, as with your other abilities, but it is *only* upgraded via Evolutionary upgrades, unlike Pack Leader, which has separate bonuses specifically to improve the Brawlers.

Devastator unleashes a huge explosion of biomass around Heller, dealing increased damage with more investment in the Mass evolutionary line.

It is especially useful for clearing out weak enemies around you, and at higher power levels, can even destroy or heavily damage vehicles or tough enemies as well.

ABILITY	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 5
SHIELD	Enables Shield block	Shield spikes damage enemies when you block	—	—	—
BIO-BOMB	Enables Bio-Bomb	Splash damage +25%, Impact damage +35%	Splash damage +50%, Impact damage +50%	Splash damage +100%, Impact damage +75%	Splash damage +150%, Impact damage +125%
PACK LEADER	Enables Pack Leader	Pack health +20%, Pack damage +10%	Pack health +40%, Pack damage +20%	Pack health +60%, Pack damage +30%	Pack health +80%, Pack damage +40%









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THE OPPOSITION



Heller's foes are an oppressive and secretive branch of the military known as Blackwatch and the mutated Infected horrors created by the Blacklight virus.

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BLACKWATCH

Conflict with Blackwatch occurs constantly throughout the main story missions, though how often you battle them during free roaming is entirely dependent on how you behave—stay stealthy and you can get around the city easily, but display your Blacklight powers and expect a fight!

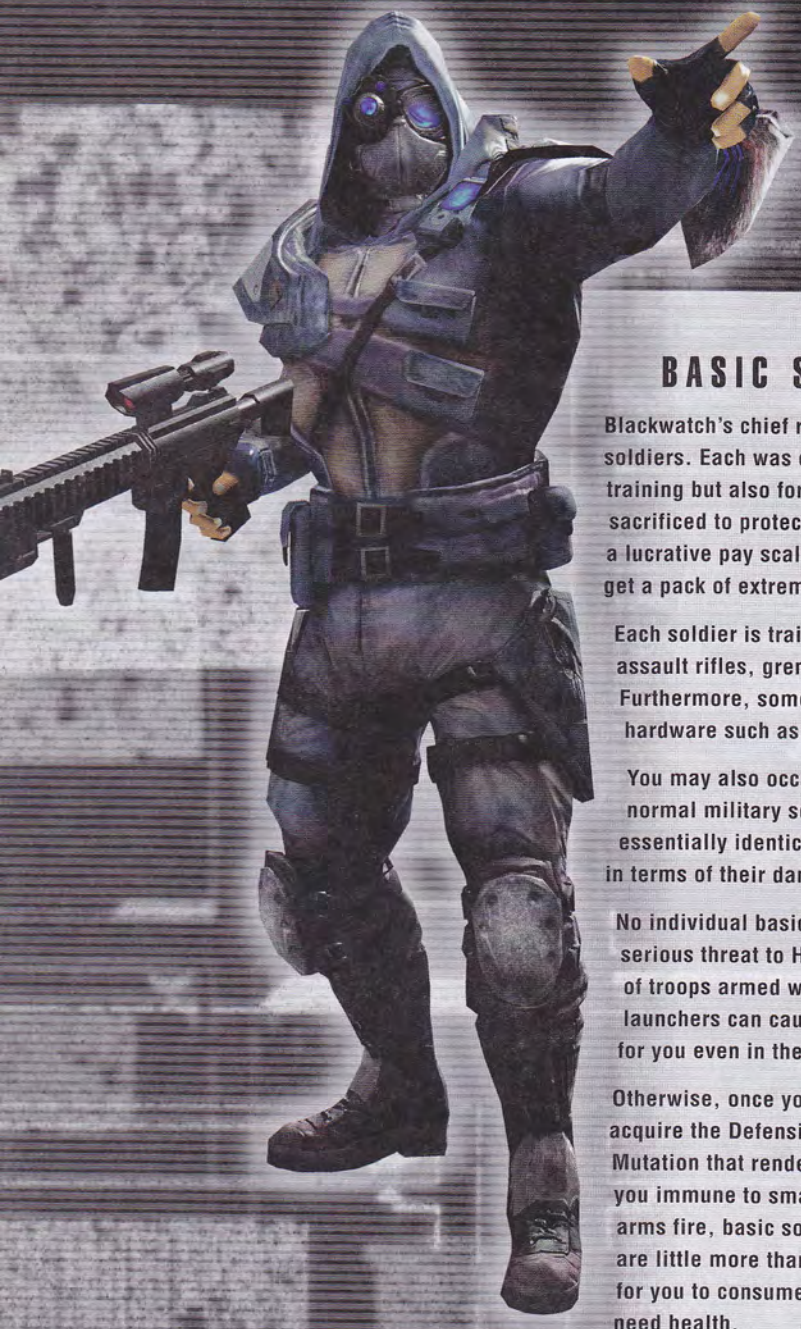
In 1962, the US government authorized the Department of the Army and the Defense Advanced Research Projects Agency to found Blackwatch: a combination of specialized military strike teams and bioweapons research division. Headquartered at Fort Detrick in Frederick, Maryland, their entire existence was top-secret. Their mandate was to research and develop biological weaponry for use against foreign powers. Their first focus was on weaponizing a new virus named Blacklight.

In time, their research became so all-consuming that they founded Gentek—a private, public-facing pharmaceuticals and bioengineering company. The goal was to expand the operation without the country discovering the existence of Blackwatch, which still operated in secret.

By 2008, Blackwatch had grown into a full semi-paramilitary organization funded entirely by independent profits leeched from Gentek's pharmaceutical operations. Blackwatch was keen to improve America's control over the world's dwindling resources by releasing the virus on "undesirable populations" and taking control of their ruined economies. If Mercer hadn't released the virus on New York (during the original *Prototype*), Blackwatch would have likely inflicted the virus on an unsuspecting oil-rich country.

Despite the catastrophic intervention of Alex Mercer in 2008, Blackwatch was allowed to maintain control over all Blacklight-related events. Their activities have so far followed a very specific pattern: they inflict Blacklight on a population (or take advantage of an existing outbreak), observe the results, perform additional experiments, eventually lose control of the outbreak, and then attempt to destroy the population—all in the name of weaponizing the virus. They've also engaged in a wide variety of other small-scale experiments.

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BASIC SOLDIERS

Blackwatch's chief resource is its private force of elite foot soldiers. Each was chosen not only for his combat skill or training but also for an inborn belief that individuals must be sacrificed to protect the greater population. Combine that with a lucrative pay scale and a brutal disciplinary system and you get a pack of extremely loyal, extremely ruthless killers.

Each soldier is trained in a wide variety of firearms including assault rifles, grenade launchers, and rocket launchers. Furthermore, some soldiers are trained to operate military hardware such as helicopters, tanks, and APCs.

You may also occasionally encounter normal military soldiers, though they are essentially identical to Blackwatch troops in terms of their danger level.

No individual basic soldier is a truly serious threat to Heller, but masses of troops armed with rocket launchers can cause problems for you even in the late game.

Otherwise, once you acquire the Defensive Mutation that renders you immune to small arms fire, basic soldiers are little more than fodder for you to consume when you need health.

Oh, and they make convenient disguises for breaking into Blackwatch bases...



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ORION SUPERSOLDIERS

During early tests, Blackwatch discovered that the Blacklight virus could be altered to grant superior abilities to lab animals. Gentek investigated this in Project D-Code, finally replicating the effect in humans via the Blacklight sub-strain DX-1120. The result was the "supersoldier" which was, in 2008, codenamed the "D-Code."

In 2012, Gentek perfected the strain and created two phases of a new supersoldier, project codenamed Orion. The Orion Phase 1 has increased size, strength, fortitude, and speed. They can jump and run up walls and present a serious danger for Heller. The Orion Phase 2 remains classified.

The Orion Supersoldiers are very close to Infected Brawlers in terms of their threat level, but fighting them is slightly different.

Instead of dodging their attacks, block them. If you dodge, the supersoldiers are fast enough to backhand you like a Juggernaut.

Supersoldiers are quite durable, so unless you are forced to fight them due to a mission objective, you're often better off simply ignoring them if you are attacked by them when near a Blackwatch base.

Because they are melee foes, just like Brawlers, if you can attack them from a distance you can reduce their danger considerably. While larger weapons, like Rocket Launchers or Grenade Launchers, might seem like a good idea, they are ineffective as the Supersoldiers deflect any large projectiles shot at them. Instead, depend on your own Blacklight abilities to take them down.



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APC/TANK

These heavily armored vehicles are used by Blackwatch as transports and weapons against the Infected.

APCs show up earlier in the game than the more powerful main battle tanks. These vehicles pose a threat to Heller any time you are fighting on the ground, particularly near Blackwatch bases where they are more likely to be found.

During story or side missions, APCs and Tanks are often used to anchor a Blackwatch assault force, so learning to deal with them is important.

Both vehicles are vulnerable to attacks from Tendrils or the Hammerfist, Launchers (both grenade and rocket), heavy thrown objects (cars and the like), and Blackwatch heavy weapons (weaponized APCs, tanks, or helicopters). You can rip the TOW Rocket Launcher from the APC, or a Gatling Gun from the Tank.



Both vehicles can be instantly destroyed once you learn the Armor Finisher Evolutionary upgrade. Once you learn Armor Handling, you can also hijack APCs and Tanks for your own use.

UAVS AND TURRETS

Both of these mechanical units are typical Blackwatch base defenses.

The UAV acts as a detector unit that can keep Heller in an Alert state by spotting him, though they are otherwise harmless.

Turrets however, are more of a threat. They can deal significant damage with their constant gunfire, so make a point of taking them out by tossing large debris or using a launcher do dispatch them quickly.



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HELICOPTERS – TRANSPORT/GUNSHIP

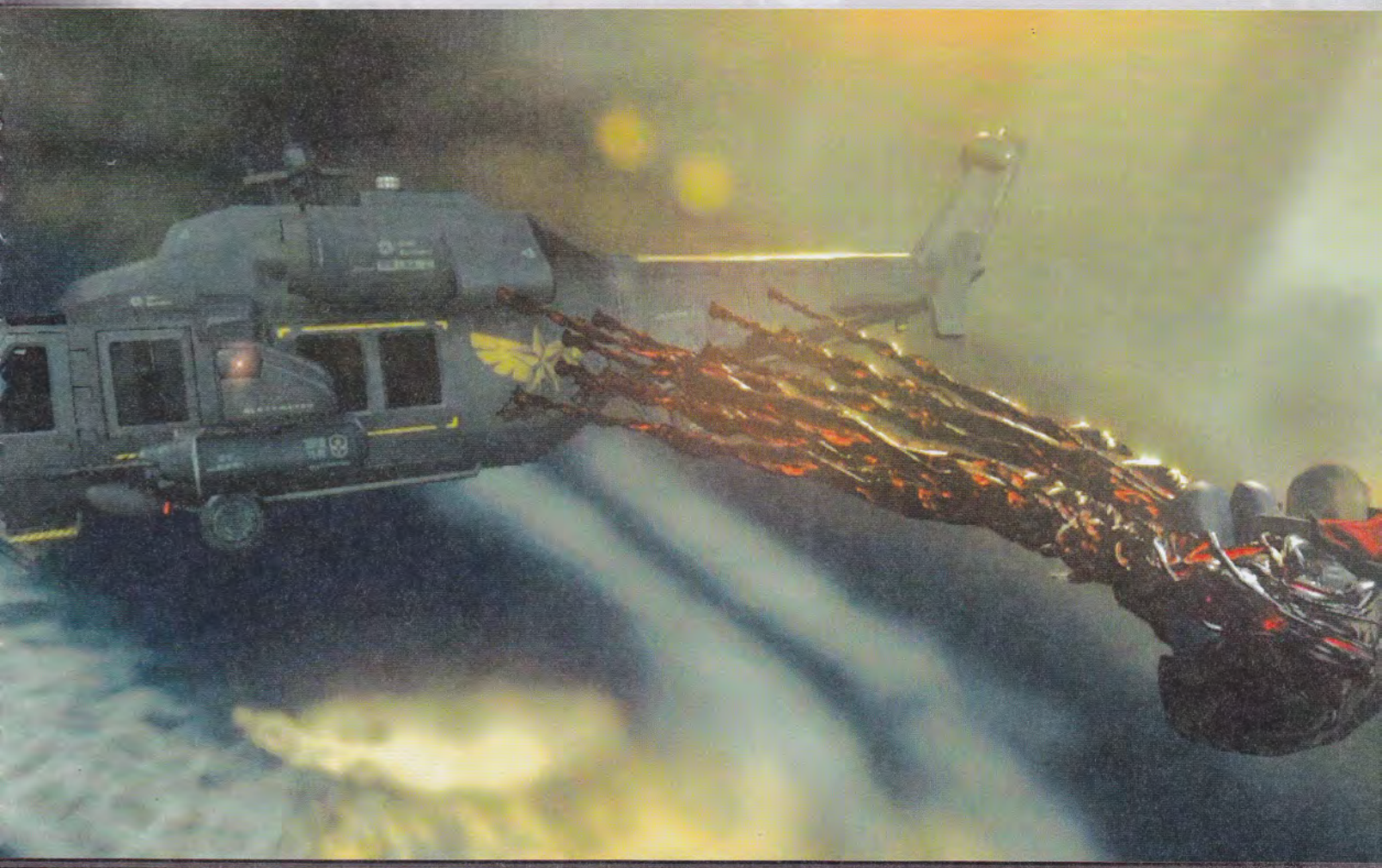
Helicopters are aerial Blackwatch support, and they are a *constant* thorn in your side throughout the game.

Transport helicopters carry strike teams of Blackwatch troops into the area, unloading even more trouble on your head, while the more heavily armed and armored gunships are more dangerous as combat units.

Late in the story missions, you acquire the ability to weaponize their rocket pods, and later still you learn to actually pilot any helicopter! Helicopters are great fun to fly, and extremely effective as weapons against Blackwatch and Infected enemies as well.

When fighting helicopters, the best policy early in the game is simply avoidance, as you can break their pursuit by losing their line of sight behind a building and changing forms.

In the mid-game, use launchers and thrown debris to down them. Later, you can use your Whipfist Long Shot, heavy weapons from weaponized vehicles, or, once acquired, the helicopter Finisher that allows you to instantly destroy them (and smashing a helicopter with an uppercut may well be the coolest stunt in *Prototype 2*...).



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MUTANTS

Creatures infected with the Blacklight virus display a variety of mutations. These range from twisted, but still recognizably human, forms, all the way into colossal multi-story Goliaths that are more dangerous than heavy military equipment.



INFECTED

The standard Blacklight entity is the Infected. These are human-sized and (generally) human-shaped walking dead that wander the streets mindlessly and seek to devour flesh and organs. A Blacklight outbreak appears to create hordes of these creatures; in reality, they represent less than 1% of all victims of the virus.

Infected are created when a Blacklight infection does not kill a victim but also fails to activate any notable dormant DNA in them. The victim awakens from unconsciousness, displays the intelligence of an animal, and seeks purely to kill and consume living (and dead) organisms.

Infected retain a humanoid appearance but manifest various tumors and other viral growths that tear through clothing and greatly alter their silhouette. They have average speed, enhanced strength, and can be killed the same way as a regular human.

Infected are not a significant threat to Heller, and in fact, are often more of a boon to have around as an easy source of health when you consume them.

Outside very specific objectives that involve fighting Infected hordes, you can safely ignore and avoid basic Infected any time you don't need health.



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JUGGERNAUT



Despite being generally humanoid, these beasts are as large as a van and just about as hard to destroy. Juggernauts are the tanks of the Blacklight legions, slow moving, powerful, and armored. They possess huge, heavy fists and are capable of deflecting almost every attack.

Like the Brawlers, it is likely that Juggernauts are born from a pustule. If so, no pustules large enough have ever been observed.

Juggernauts are usually grey-skinned, belying their rock-like flesh. This flesh, when properly angled, can deflect rockets and other powerful, high-speed attacks. Their primary attack method is simple: they smash their hammer-like fists on the enemy. Some variants of the Juggernaut have been shown to agitate the biomass running beneath the city, summoning a wave of spikes from the ground.

Juggernauts are the most dangerous ground based Infected apart from the much more rare Goliath. Juggernauts are also rather uncommon, only showing up during specific missions or deep in Infected territory.

Dodging Juggernauts doesn't always work well due to their crushing area of effect strikes and their surprisingly quick spinning blows. Instead, block their attacks and then retaliate when they are vulnerable.

Juggernauts are the only type of Infected that can actively block your attacks, so between their pounding blows and their blocking, they are the least favorable enemy to engage in melee combat when there are other threats around you.



Making use of Blackwatch vehicles against them is also a good idea, whenever possible. Otherwise, the Hammerfist works well to pound them into submission.

Juggernauts can fling debris at you from long range, so be aware of their presence if you're flying around in a helicopter!

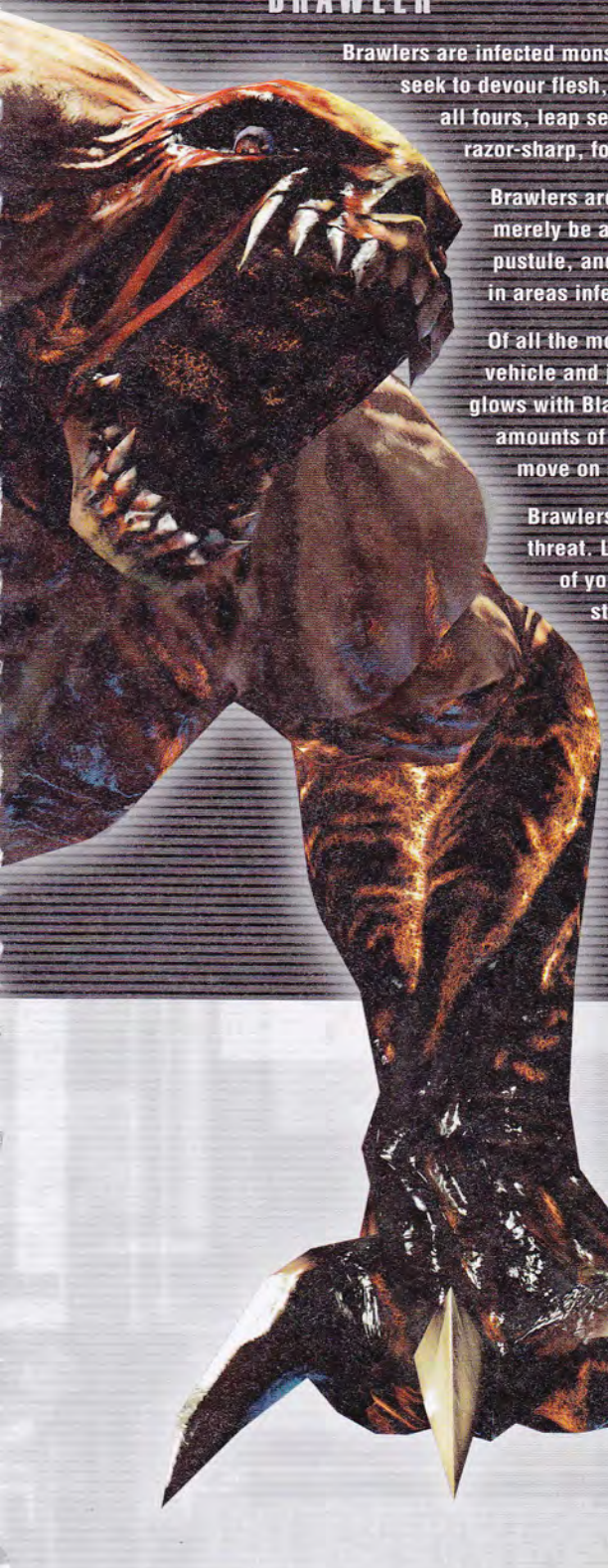
Like Brawlers, you can encounter Alpha Juggernauts during some missions that are slightly tougher than the normal versions.

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BRAWLER



Brawlers are infected monsters that are as large as a grizzly bear and just as savage. Like Infected, they seek to devour flesh, but Brawlers are much more predatory, intelligent, and dangerous. They run on all fours, leap several stories high, possess incredible strength and fortitude, and sport a set of razor-sharp, foot-long bone claws.

Brawlers are born from Blacklight pustules, man-sized biomass wombs. A Brawler may merely be a base-level infected that has entered a cocoon state, surrounded itself with a pustule, and then transformed into a Brawler (this has not been proven). Pustules are found in areas infested with biomass. Brawlers are born fully-formed, enraged, and ready to fight.

Of all the monsters, Brawlers are the fastest and most savage. They can easily keep up with a vehicle and just as easily topple it with a shoulder-check. Their flesh is pinkish, hairless, and glows with Blacklight-infused muscle fiber. They are incredibly strong and can sustain large amounts of damage before dying. Otherwise, they are simply very large humanoids that move on all fours.

Brawlers are the midline Infected opposition, frequently encountered and always a threat. Learning to combat them is advisable. Thankfully they are vulnerable to most of your basic melee attacks, and using Claws or Blade in combination with Tendril strikes often easily dispatches them, even in larger numbers.

When facing multiples, make use of your Mass special abilities, hijack a nearby vehicle, or use Blackwatch weaponry from a distance or in the air. Brawlers can do little or nothing to you while you are jumping or firing from out of reach, as they are purely melee foes.

During a few missions, you may encounter Alpha Brawlers, evolved versions that have spines all over their body and are slightly tougher than the normal variety. They are otherwise identical in terms of their attack behavior, if a bit more vicious.



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HYDRA

Hydras are three-story-tall tentacles that erupt from the ground to swat at nearby enemies. They can burrow underground to reach a more advantageous position, sometimes choosing to erupt from the ground directly underneath a tank, building, or other enemy site.

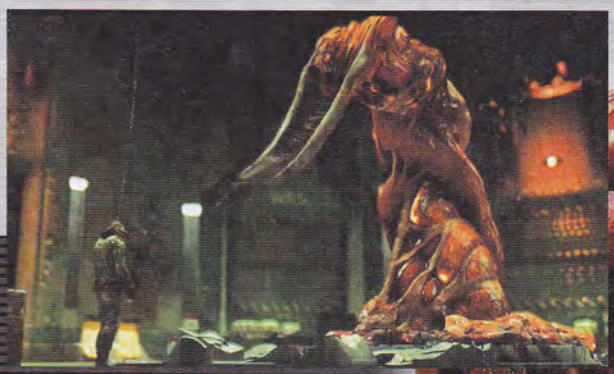
It is not known where Hydras come from. It is possible that, since the biomass trunks also erupt from underground, Hydras may simply be animal-like appendages that extend or "bud" from the biomass itself (though no biomass trunk has yet shown this kind of behavior or any kind of intelligence, even animal-like).

Hydras are pink- and red-glowing tapered worms. They are usually six feet wide at the base, where they erupt from the ground. Their mouths are topped with two bone-like mandibles that form a long pointed scoop. These mandibles can separate to reveal a mouth that spits out a tongue. This tongue can grab enemies and bring them closer for a titanic slap from the tentacle itself or, presumably, to be devoured.

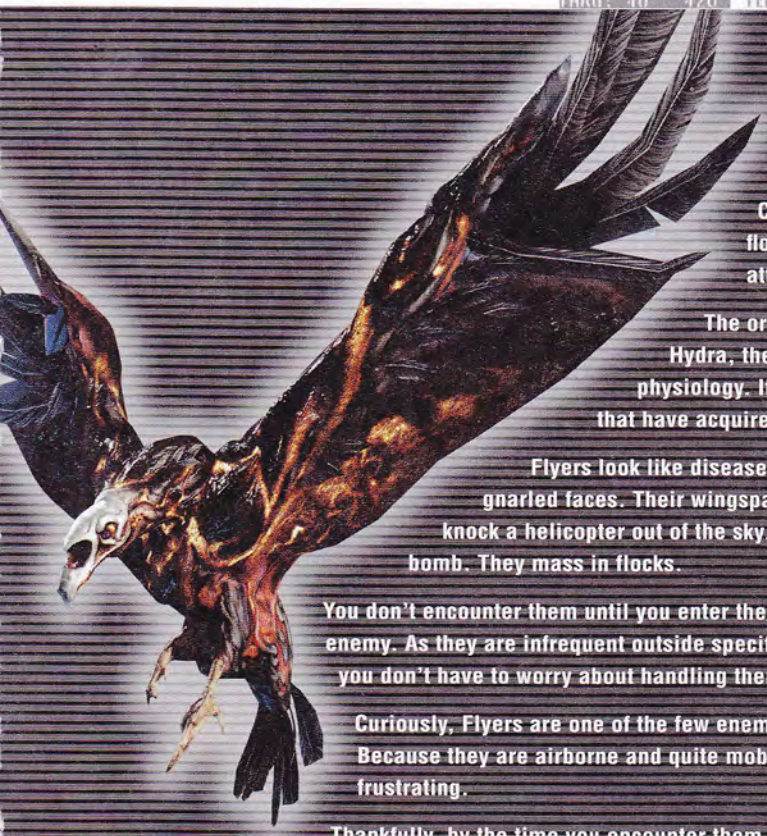
Hydra are rarely encountered while you're on foot, but when they are, dispatch them from a distance with rocket launchers or vehicle weaponry.

They *can* be taken out with melee attacks; it's just not a good idea to get in range of their pounding strikes or their "tongue" lashing.

Hydra can attack at a distance by tossing chunks of debris at you, so be ready to dodge on foot, and stay mobile when in a vehicle. Interesting, Hydra *can* move once they have burst from the ground, but they seldom make use of this mobility.



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FLYER

Cities under siege by a Blacklight outbreak are sometimes home to flocks of Flyers. These vulture-like monsters spread the plague and attack anything that stands, or flies, in the open.

The origin of the Flyers has not yet been explored. Other than the Hydra, they are the only Blacklight monster that does not have a humanoid physiology. It's possible that Flyers are city birds (pigeons, crows, starlings) that have acquired an infection and later transformed, just as humans do.

Flyers look like diseased vultures. They have pinkish flesh, scraggly feathers, and gnarled faces. Their wingspan is approximately two meters and they have bulk sufficient to knock a helicopter out of the sky. Their favorite attack method is to perform a high-speed dive-bomb. They mass in flocks.

You don't encounter them until you enter the heavily infected Red Zone. Flyers are a relatively uncommon enemy. As they are infrequent outside specific missions (or, very rarely, summoned to attack by Evolved), you don't have to worry about handling them often.

Curiously, Flyers are one of the few enemies that are especially susceptible to basic Blackwatch firearms. Because they are airborne and quite mobile, trying to combat them with melee attacks can be a bit frustrating.

Thankfully, by the time you encounter them, you possess the ability to hijack helicopters, and how better to fight airborne enemies than with your own airborne ride? In a pinch, you can also simply toss debris at them.

When attacking, Flyers pause for a moment before swooping in and detonating their bodies against Heller (or any vehicle he is driving). Try to destroy or dodge them before they can complete a dive.



EVOLVED

Evolved are a very special type of Infected—indistinguishable from normal humans until they reveal Blacklight infused powers. They are extremely dangerous melee opponents.

Evolved have high levels of agility, move quickly, and can strike with considerable force. They are best dealt with by using Claws or (especially) Blade, dodging or blocking their attack strings, and then counter-attacking.

Evolved are rarely encountered in large numbers, but when facing more than one, using your Pack Leader ability or acquiring the assistance of some Blackwatch heavy weaponry is not a bad idea.

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GOLIATH

The monstrous Goliath is a rarely encountered, powerful Infected creature. An out of control evolution, the Goliath is a large as a building and has the temper of a Brawler.

The Goliath cannot be defeated by conventional means; it must be taken apart (literally) piece by piece.

You only encounter the Goliath during a handful of specific missions. Luckily, you don't need to worry about running into them when roaming the streets.



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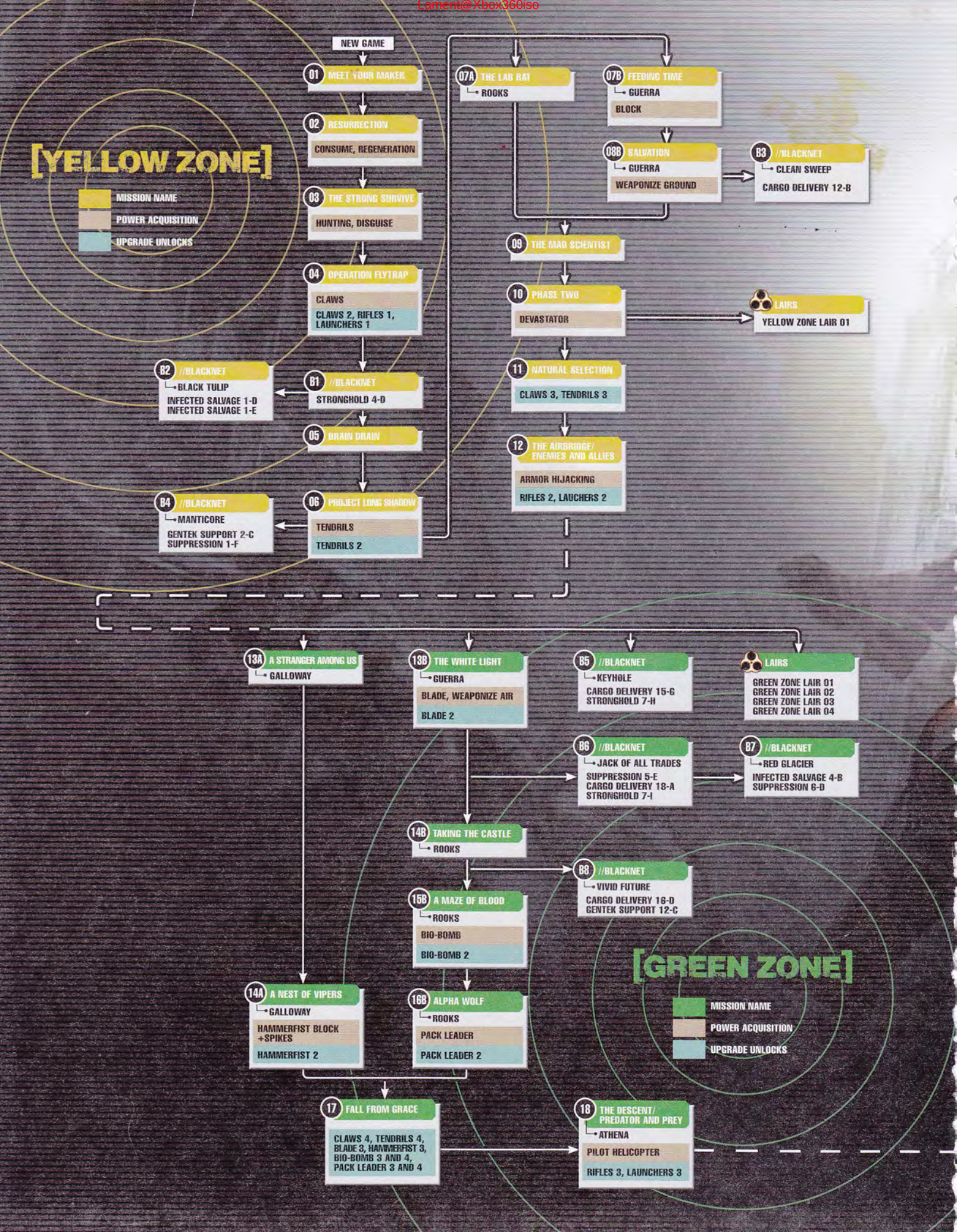


ALEX MERCER

The pinnacle of Blacklight evolution, Alex Mercer is the original Prototype. Though his motives remain unclear, one thing is certain: his role in Heller's story is far from over.

Boasting versatile mutations and regenerative abilities, he was undisputedly the most powerful of those infected with the virus. These powers and abilities set him apart from the unfortunate Infected and bestial monstrosities that roam the city. This made him unique among the Infected population... until now.

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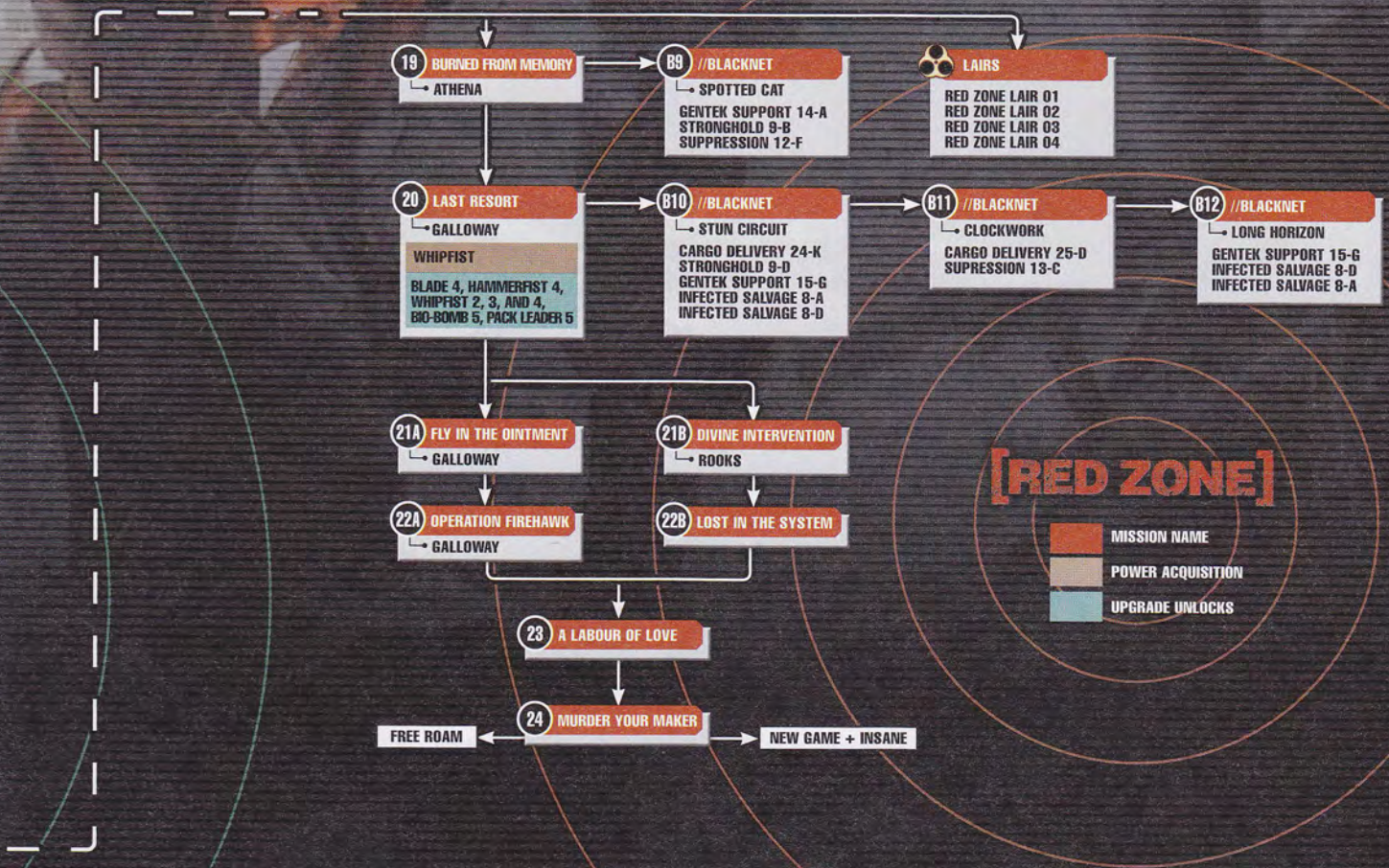
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MISSION CHART

This chart illustrates the mission progression as you make your way through the ravaged city of NYZ. Although acquiring missions is pretty intuitive in *Prototype 2*, this information helps you make certain you don't miss a single opportunity in any of the three zones. Use it to easily see when you acquire powers, earn upgrades, and when //Blacknet missions become available.

NYZ is your city now.



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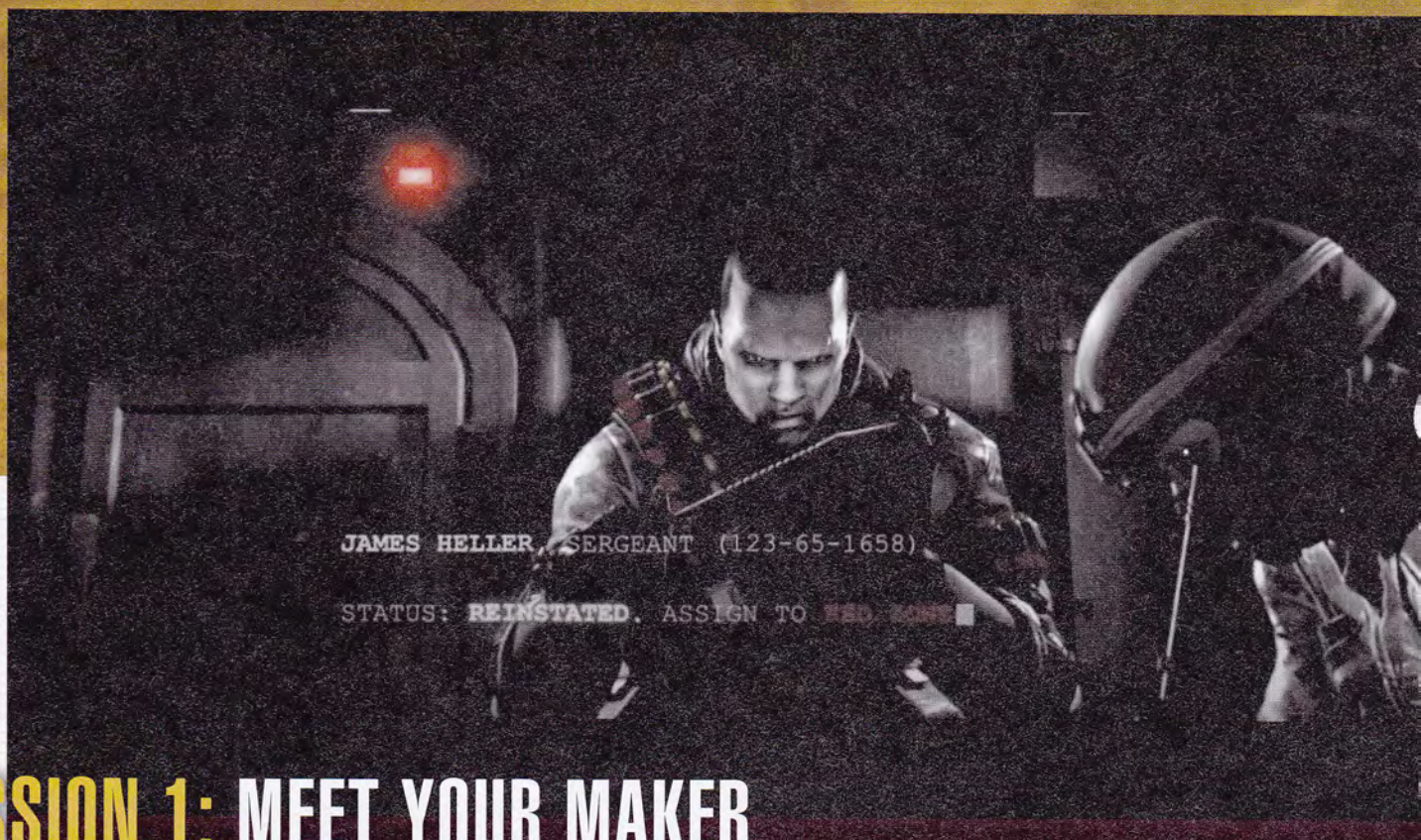


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[YELLOW ZONE]

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MISSION 1: MEET YOUR MAKER

Your introduction to the Infected and ruined remnants of NYZ begins with James Heller in an APC along with a squad of soldiers dispatched into the Red Zone.

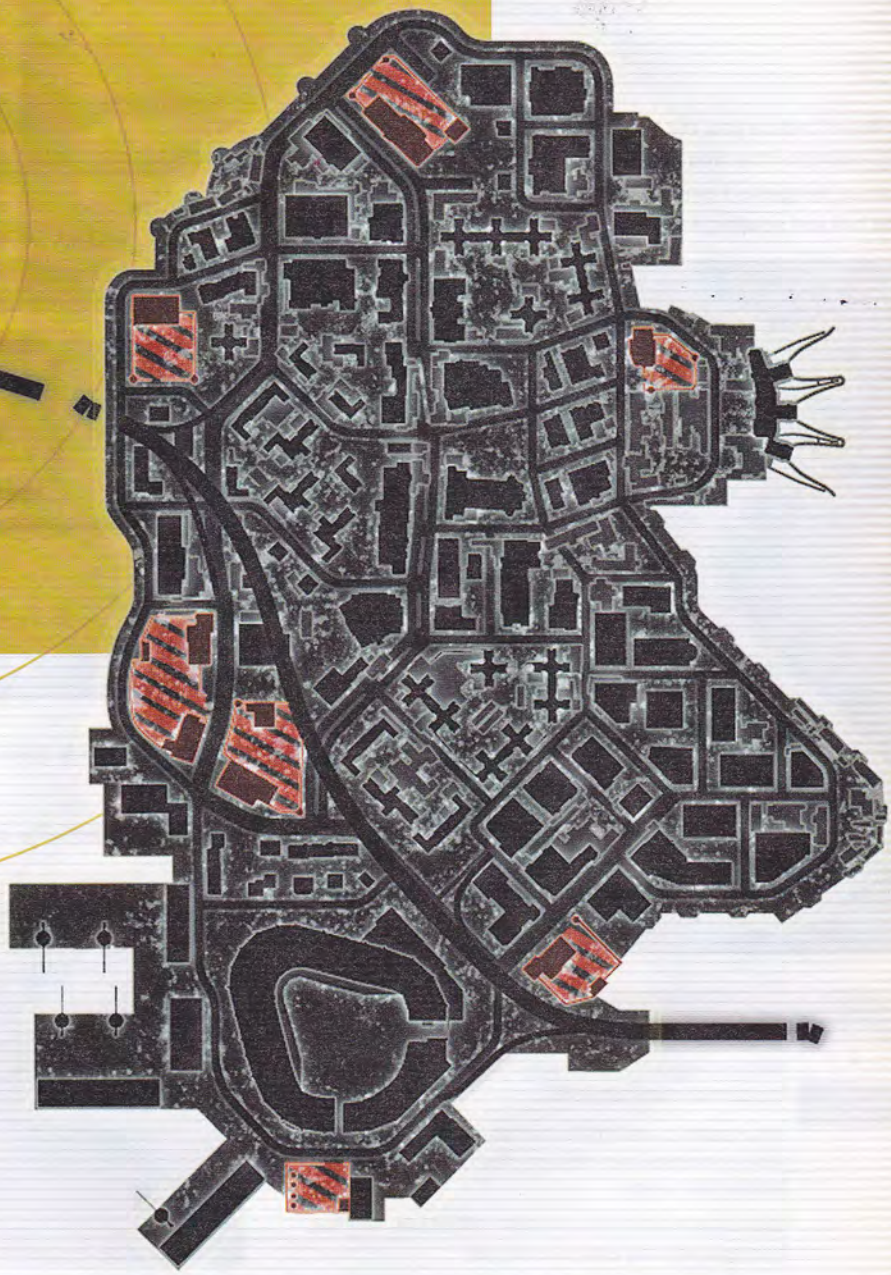


Their ride doesn't make it far before it is attacked in a spectacular manner—a vehicle comes hurtling out of the distance, smashing into the APC and sending it spinning uncontrollably.

When Heller wakes up, the rest of his squad is dead, and he's barely standing. That's when Alex Mercer appears, gliding out of the sky!

Enraged, Heller charges him and stabs him repeatedly with his combat knife—to no noticeable effect. If anything, Mercer appears to be… amused?

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FOLLOW MERCER

At this point you finally gain control of Heller, in a limited fashion. This first mission is as much a story introduction as it is a tutorial on the basics of control.

In this case, movement. Stagger after Mercer! A few twists and turns down the blasted street later, and a massive Infected beast appears—a Brawler!

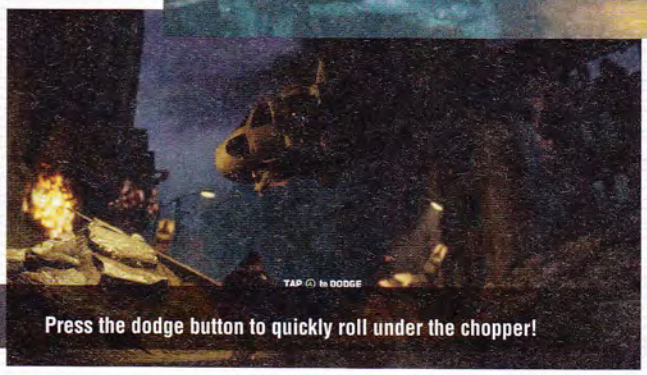




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It doesn't notice you, but soon after, a friendly helicopter shows up, sweeping the area for Mercer. It isn't safe for long, as Mercer comes flying out of a nearby building, slamming into the side of the heli and sending it spinning down towards you.





Press the dodge button to quickly roll under the chopper!

DODGING

>>>

While on the ground, you can press the Jump button at any time to perform an evasive dodge roll.

This is useful for evading all sorts of attacks, and it also allows you to summersault over enemies in close proximity if you are targeting them directly.

Many melee enemies can be rendered toothless by dodging over their heads when they attempt to strike you.

If you want to actually *jump* while on the ground with enemies nearby, hold the Jump button for a second instead of tapping it.

RUN!

The commotion in the area has attracted...something. A massive Infected Goliath appears. You don't have time to stare at this monstrous beast, run! Hold the Sprint button and flee away from the Goliath; Heller stands no chance against this creature.



FIGHT!

As long as you sprinted the entire time, you soon reach the safety of a ruined building. But you are only safe for a moment, as a Brawler bursts through the doorway and slams into you. Mash the Attack button to stab it repeatedly with Heller's combat knife.



Once the Brawler is down, Heller finally catches up to Mercer again.

Sit back and watch. The conclusion of their encounter is unexpected.



Stunned and knocked unconscious, Heller is picked up and transported to a secure Gentek facility, where he is monitored for changes due to the Blacklight infection. You still have much to learn however, and when you wake up, the next mission begins.



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MISSION 2: RESURRECTION

NEW POWERS: CONSUME, REGENERATION

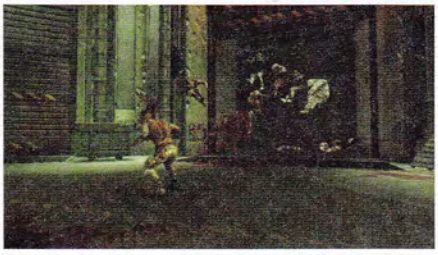
NEW UPGRADES: —

NEW OPPOSITION: —

When you wake up, you are secured to an operating table. The restraints release, and you regain control of Heller in a wide open test chamber, with Gentek scientists and Blackwatch soldiers observing you from a room above.

You are barely given a moment to get your bearings before a blast door on the side of the room opens, revealing a crowd of Infected mutants!





Tap the Attack button to punch the closest mutant, then hold the Attack button to attack with a stunningly strong kick, strong enough to send the whole crowd of Infected flying.

DEFEAT THE INFECTED

At this point, more doors open, and a crowd of Infected attack. Make use of your basic combo by tapping Attack, and use your power attack to clear out clustered crowds any time you see the opportunity.

Your display of strength disturbs the observers, and they decide to torch the room. Flames flare up, knocking Heller to the ground and leaving him a burnt mess.



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CONSUME TO REGAIN YOUR STRENGTH

At this point, two Blackwatch soldiers are sent into the room to finish off Heller—but he's not gone yet. When you regain control, you are on the ground, fatally injured with the soldiers above you.



Tap Grab to grab the closest soldier, then tap Consume to finish him off and absorb his biomass…that's the polite way of saying Heller smashes him into the ground repeatedly and then sucks up his entire body, regenerating himself in the process. Groovy.

Again, more Infected attack, and as you are damaged at this point, use your new grab and consume abilities to top off your health bar while you fight them off with your combat moves.

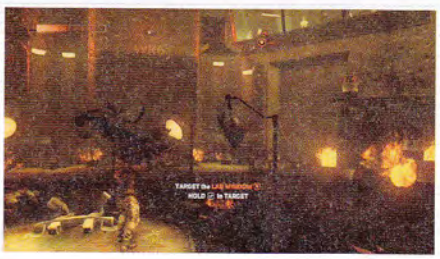


ESCAPE!

Once more, they torch the chamber, but this time, it has less of an effect—Heller is growing stronger.

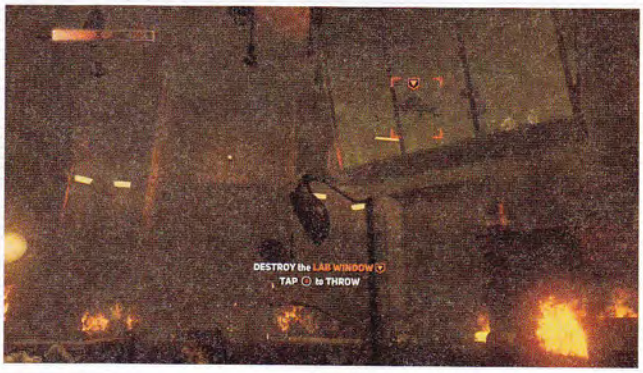


When you are back in control, grab the operation table nearby by approaching it and tapping Grab. Then hold the Lock-on button to lock onto the window above. Tap the button again to toss the entire table up through the window.





Now jump through the window! Approach it and hold the Jump button to perform a superhuman leap. Burst through the window to trigger a cutscene and finish off the mission.

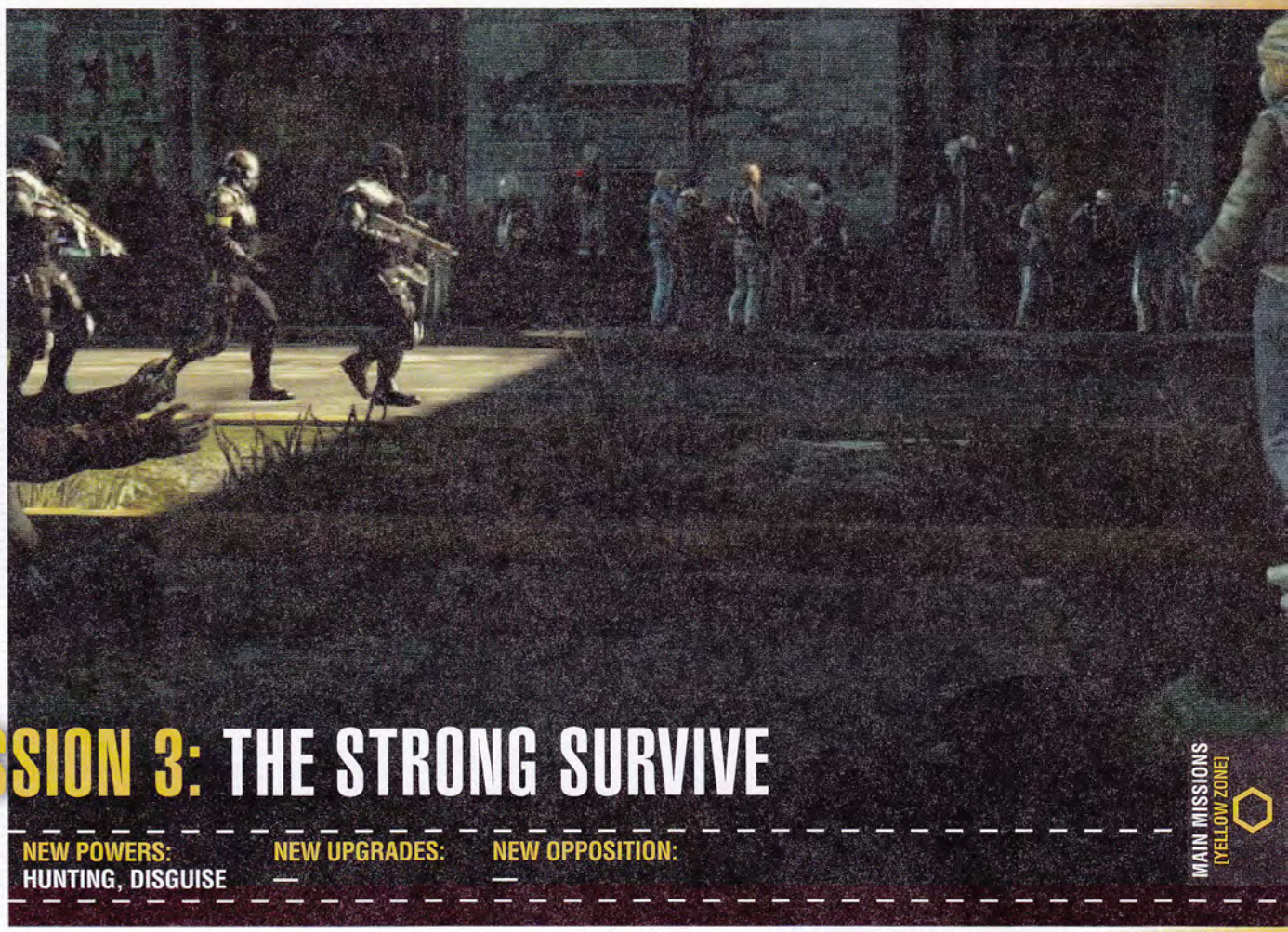


During the cutscene, Heller escapes the facility and has a run-in with Alex Mercer. For now at least, Heller is in agreement with him to oppose Blackwatch.

As before, you are immediately drawn into the next mission, and you're almost done with the tutorial portion of the game. Don't worry, free roaming is coming soon!



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MISSION 3: THE STRONG SURVIVE

NEW POWERS: HUNTING, DISGUISE

NEW UPGRADES: —

NEW OPPOSITION: —

LEARN DISGUISE

When you next see Heller, he is wandering through a shantytown in the Yellow Zone of NYZ.

A squad of Blackwatch thugs accosts some local vandals and are preparing to shoot them when they make the very poor decision to accost Heller as well.

Heller isn't interested in taking any static from the squad. Punch the Blackwatch Commander, then grab and consume him!

Consuming another human allows you to assume their form—a very powerful new ability. But you have other, more immediate concerns.

Your actions have triggered an Alert, and the local Blackwatch base has dispatched a helicopter and attack squads to hunt you down.





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ESCAPE THE ALERT

Flee the area by holding sprint. Make use of high jumps, sprinting, and the available cover of the buildings to break line of sight with your pursuers.



When you do, a prompt to Switch appears on screen. Tap your disguise button to switch forms into the Commander that you consumed! Switching forms out of line of sight of pursuit instantly breaks the Alert.





Now, head for higher ground. Make your way to the waypoint marker atop a nearby building. You can, quite literally, run up walls. Hold Sprint and simply run up the side of the building. You can also hold Jump while running to launch yourself up the side, scaling the building even more quickly.

When you hit the top, Heller recognizes the area, including a local church where his former pastor, Father Guerra, resides. Make your way down to the church.



VISIT FATHER GUERRA

After you have a long conversation with Guerra, he is not entirely convinced that your new powers are enough to stop Blackwatch, but he's willing to help. He directs you to a nearby Commander that you need to consume to gain more intelligence.



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MAKE USE OF HUNT AND CONSUME TO STALK A TARGET

Follow the waypoints to a nearby hospital. When you arrive, you are given a brief tutorial on your new ability to Hunt. By pressing the Hunt button, you can track down key targets.





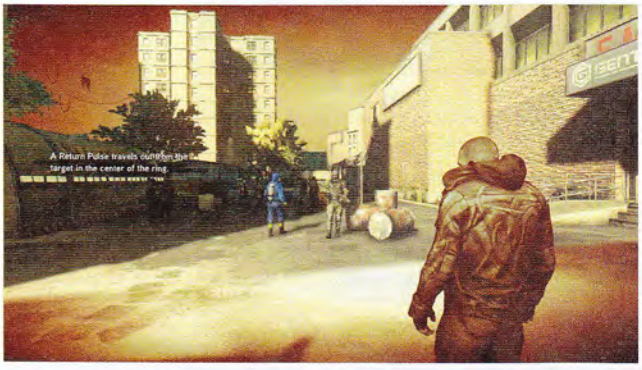
In this case, your Hunt picks up on the nearby Commander on the opposite rooftop. Jump across, then grab and consume him! Be careful not to kill him before you consume him, or your mission fails.

Consuming targets triggers a brief flashback into their memories, granting you vital information about the internal workings of Blackwatch, and allowing you to find new targets or missions.



HUNT THE BLACKWATCH COMMANDER

Your consumption of this soldier has given you another Commander as a target. Follow the waypoints and make use of your Hunt ability to track down this second Commander.



He is located at a small Blackwatch outpost out on the ruined remnants of a bridge. To reach him, sprint, then hold Jump, and finally hold the Glide button. Holding Glide allows you to drift through the air, slowly losing altitude. This easily allows you to clear gaps, like broken bridge segments, that would be impossible for a normal human.



When you reach the Commander's outpost, you can walk right up to him by using your current Commander disguise, then immediately grab and consume him.



Your attack in a Blackwatch outpost triggers immediate reprisal—two armed helicopters set out in pursuit. Flee!





Use sprint, jump, and glide to get back across the broken bridge and into the city. Avoid the nearby Blackwatch base (marked with red and grey hashes on your minimap), and try to break line of sight with the helicopters. Once you do, simply change forms to kill the Alert and finish this mission successfully.

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MISSION 4: OPERATION FLYTRAP

NEW POWERS: CLAWS

NEW UPGRADES: CLAWS 2, RIFLES 1, LAUNCHERS 1

NEW OPPOSITION: INFECTED BRAWLER, APC, ROCKET SOLDIER

VISIT FATHER GUERRA

At this point, you have now unlocked basic free roaming of the city, and you can delay your visit to the next mission if you wish. Once you are ready, head back to Father Guerra (he's marked on your map with a G).

While you were gone, Guerra has been digging up more information on Gentek and Blackwatch, and he agrees with Mercer—they're up to no good.

Blackwatch is planning a specimen release in an inhabited area in the Yellow Zone nearby. You need to get there and try to stop them before they cause serious casualties.



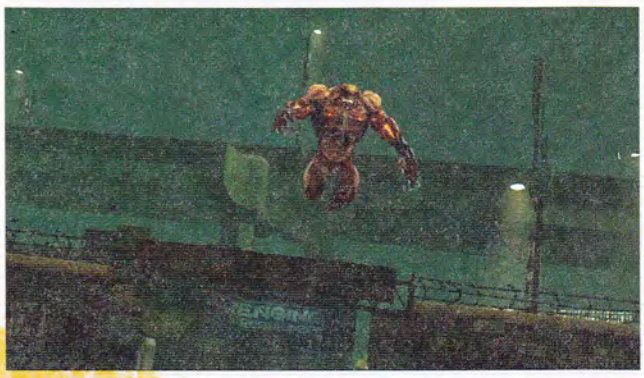


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REACH TEST SITE WASHINGTON

Follow the waypoints and make use of your jumping and gliding abilities to quickly cross the city to reach your destination.

When you reach the test site, Blackwatch soldiers are already set up and rolling in a containment unit holding an Infected Brawler. You arrive just as they release it on the unsuspecting citizens in the area.





DEFEAT AND CONSUME THE BRAWLER



Engage the Brawler immediately!

You can defeat the Brawler with Heller's bare hands. Use your basic punch combo, kick power attack, and dodges to evade the Brawler's lethally sharp talons.



You can also pick up any nearby object and fling it at the Brawler to inflict some extra damage from a distance. If you get low on health, find an unwilling donor nearby and consume them to restore some of your health.

Once you've weakened the Brawler, approach it to consume it. Doing so does more than simply restore health—it grants you a new Power, the Brawler's razor sharp claws!



Another Brawler has been released! Make use of your powerful new melee weapon to carve it up and consume it, much more easily than you did the first!

BONUS: USE A CLAW POUNCE ATTACK

THIS IS A VERY EASY BONUS, HERE MOSTLY TO REWARD YOU WITH A BIT OF EXTRA XP AND TEACH YOU ABOUT YOUR NEW WEAPON. HOLD ATTACK WITH THE CLAWS OUT TO PERFORM A CLAW POUNCE, A LONG RANGE LEAP THAT EVISCERATES YOUR TARGET.

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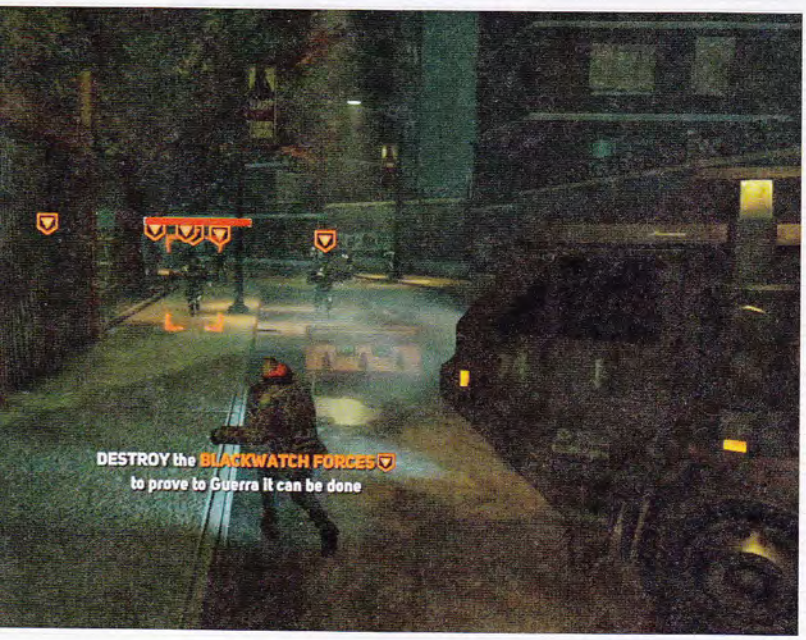
DEFEAT THE BLACKWATCH SQUAD

Now, Claw Pounce a nearby Blackwatch soldier to earn the Bonus XP, then engage the rest of the Blackwatch squad with your claws.



The most dangerous of the Blackwatch soldiers are the ones armed with rocket launchers. When they target you, a blue laser highlight appears on the screen, and a very noticeable beeping tone sounds. Tap Dodge to evade these rockets, as they inflict considerably more damage than the small arms fire from the other troops.

Prioritize the rocket soldiers and quickly eliminate them with the Claw Pounce attack, then dice up the rest of the troops with your claws.



DESTROY THE APC

When the squad goes down, you still have one serious remaining threat—a hostile Blackwatch APC.



To destroy it, turn their weapons against them! Approach a dropped rocket launcher and tap Grab to pick it up.

Now aim at the APC and hold Lock-on, then press Attack to fire. A few quick rocket shots are all it takes to eliminate the APC.

If you run out of ammo without destroying it, you can look around for another dropped rocket launcher nearby, or even throw cars at the APC to finish it off.







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RETURN TO FATHER GUERRA

With the Blackwatch plan foiled, Guerra can be convinced that you have the power to stop them. Return to the church and speak with Guerra to finish this mission.



LEVELING UP

>>> Earning experience periodically increases your Evolution Level. Each time you gain a level, you are allowed to choose from a new Evolutionary Mutation.

By the end of this mission, you should earn enough experience to gain your first level.

See the chapter on Heller for specifics, but for now, you can pick from Movement, Health, Regeneration, and Shapeshifting upgrades.

The Mass and Finishers upgrades unlock later in the game.



UPGRADES

>>> Completing this mission unlocks new Mutation upgrades that can be found out in the world and acquired by consuming specific Infected or Blackwatch.

These are marked on your map with  , and appear randomly in the world once they have been unlocked by completing specific missions.

Don't worry about missing any of these upgrades. Even if you accidentally kill a target instead of consuming it, it reappears elsewhere in the game.

//BLACKNET™

BLACKNET: STRONGHOLD 4-D

Immediately after talking with Guerra, you are sent to infiltrate the Blacknet communications network to learn more of their plans and key personnel.



MAIN MISSIONS [YELLOW ZONE]

This Blacknet mission is the *only* mandatory Blacknet mission in the storyline, the others are all optional, rewarding you with powerful new Mutations when completed.



See the Blacknet Chapter for details on this mission. When you're done, you can return here and proceed to the 5th mission, *Brain Drain*!



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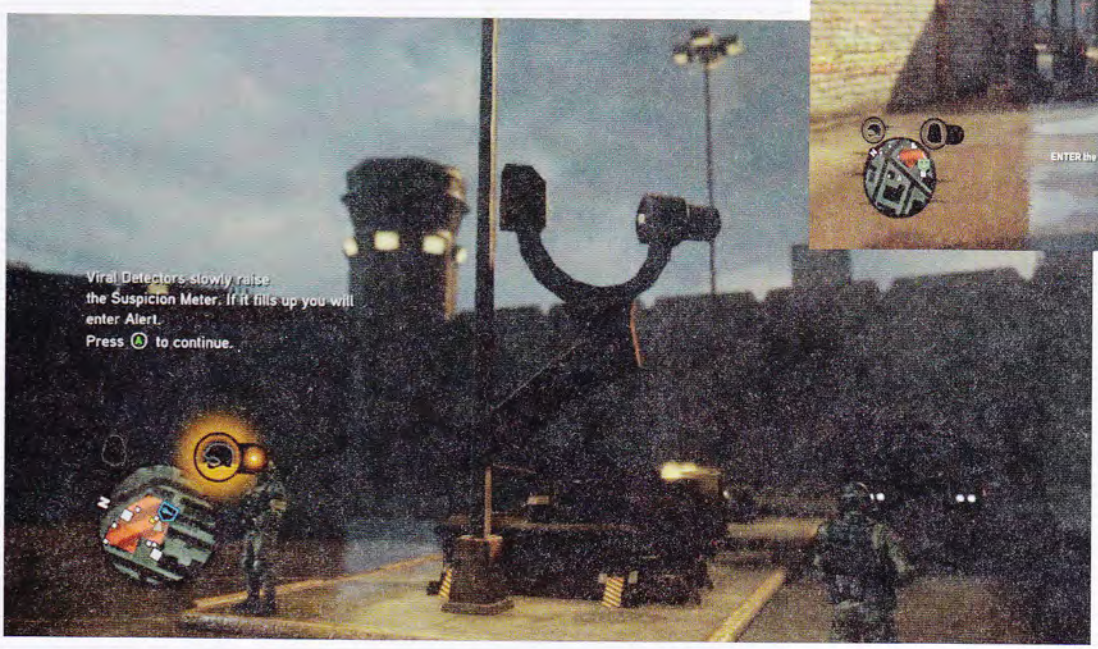
MISSION 5: BRAIN DRAIN

NEW POWERS: **NEW UPGRADES:** **NEW OPPOSITION:**

ACQUIRE A MILITARY DISGUISE

Your consumption efforts have revealed the location of a Colonel Rooks, a key Blackwatch officer.

To infiltrate the base where he is located, you need to acquire a an appropriate disguise.





You regain control of Heller after he finishes a discussion with Guerra about the operation, and is conveniently standing behind an unsuspecting soldier.

Wait for the soldier's suspicion to drop and he turns away. Now you can consume him quietly. Once you've assumed his appearance, make your way over to the Blackwatch base.

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INFILTRATE THE BASE

Inside the base is your first encounter with a Viral Detector. Simply stay out of its detection range and you don't need to worry about triggering an alarm.



VIRAL DETECTORS

>>> Most major Blackwatch bases and some other areas around the city have these devices installed to detect the presence of the Blacklight virus. Given that you are a walking virus culture, you need to keep away from these detectors to avoid triggering an Alert.

While you are in range, they make an audible pinging noise and spin up their array, giving you plenty of warning that you're too close. As long as you remain in range, the suspicion meter builds continuously. Simply move out of range to stop the detector from increasing suspicion.

Don't hesitate to duck into the range of a detector to make a stealth consume. A few seconds inside doesn't cause an alarm as long as you keep an eye on your meter.

Locate the base Commander marked with and consume him (stealthily if possible!). If you trigger an Alert here, you have to flee the base and lose the Alert before you can try again.



Once you have the Commander's form, you can use the hand scanner to get into the base facility. Do so, and you trigger a meeting with Rooks.





Unfortunately your disguise works out a little *too* well, and Heller ends up accompanying a Blackwatch squad out of the base. Oops.

CONSUME THE SCIENTISTS

When you regain control, you're outside the base near a group of scientists experimenting on imprisoned civilians.



You need to put an end to this "research", and acquire more information about Gentek and Blackwatch in the process. How to do this? Why, consume the entire scientific team of course.

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BONUS: POUNCE GRAB ONE OF THE SCIENTISTS

WHILE IN THE AIR, TARGET AN ENEMY AND HOLD GRAB TO PERFORM A POUNCE GRAB.

THE POUNCE GRAB IS SIMILAR TO THE CLAW POUNCE MOVE, IN THAT IT SENDS YOU FLYING TOWARDS YOUR TARGET FROM A GREAT DISTANCE AWAY, BUT UNLIKE THE CLAW ATTACK, IT ENDS WITH A HELD TARGET INSTEAD OF TWO OR MORE USELESS HUNKS OF MEAT ON THE GROUND.

Use Pounce Grab to grab and consume the scientists when they try to flee. You can easily catch them by leaping high into the air (hold Jump) and then pouncing on each one in turn (Lock on and then hold Grab).

Once the team is consumed, the flood of memories reveals Dr. Shaffeld as a key Gentek researcher. He is your next target! First, escape the Alert by fleeing the scene and swapping disguises to avoid pursuit.

HUNT DR. SHAFFELD

Use Hunt to pinpoint Dr. Shaffeld's location. He's a good distance away, so get on top of a nearby building to get a good fix on his location, then home in on his position.

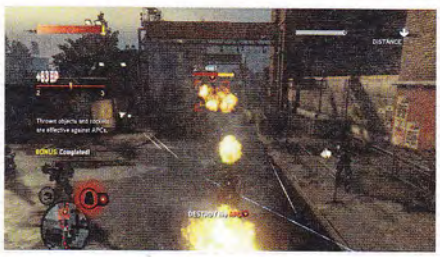


Once you arrive on the scene, he's in the process of being loaded into an armored APC convoy with Blackwatch escorts.

Time to take out the convoy...

BONUS: ATTACK THE APC USING A ROCKET LAUNCHER

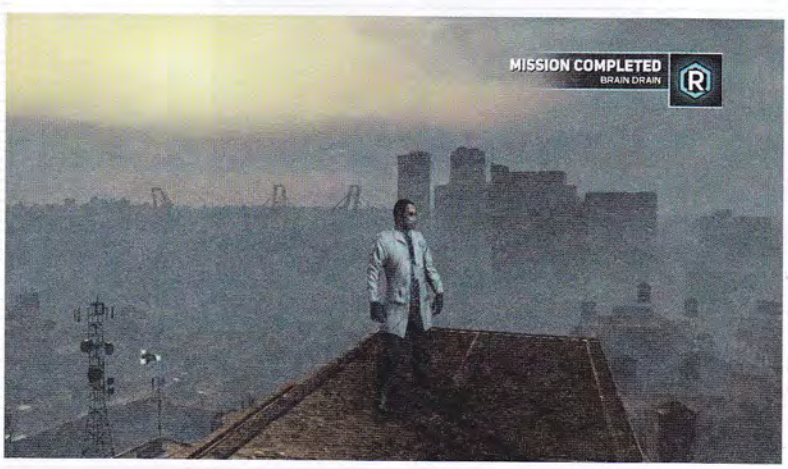
EASILY DONE, GRAB A ROCKET LAUNCHER FROM A NEARBY BLACKWATCH SOLDIER AND THEN OPEN FIRE ON THE APC.



Grab a rocket launcher from one of the Blackwatch guards, then destroy the APC with it. Once the APC is a smoking ruin, Dr. Shaffeld emerges. Grab and consume him!

With Shaffeld's memories, your next mission is cued; all you need to do now is escape the alert. Eliminate any remaining Blackwatch nearby, or simply flee the scene and switch disguises to evade them.





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Your research into Gentek's operations has revealed something called "Phase One". This project requires closer examination.

MISSION 6: PROJECT LONG SHADOW

NEW POWERS: TENDRILS
NEW UPGRADES: TENDRILS 2
NEW OPPOSITION: HYDRA

After a short conversation with Colonel Rooks while incognito, you receive orders to protect a Gentek team in a nearby base. Sure thing, chief!



INFILTRATE THE BASE

Set out for the waypoint to reach the base. You can get inside easily with the hand scanner at the front gate, as long as you have any sort of military disguise.

Once inside the base, you can head right into the facility with your disguise, but don't go in just yet—there are a pair of tasty DNA specimens out in the yard, near the Viral Detector.



DNA BOOSTS

>>> Occasionally while exploring the world you may spot a target with a yellow DNA icon:

Consuming these targets grants you a large chunk of Evolution XP, so they're well worth pursuing.

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Either use your newly learned stealth skills to consume the targets in the yard, or simply use the brute force method, flee the Alert, then return once things have cooled down—your choice.

In either case, use a military disguise and the hand scanner on the facility door to get inside when you're ready.

Within the base, Heller sneaks past the Gentek workers and Blackwatch goons into the heart of the secure area. Here you discover an imprisoned Infected monster.



DEFEAT AND CONSUME THE HYDRA



The huge creature resembling a single tentacle or spike is known as a Hydra—and the holding methods have proven inadequate. It breaks free of its bonds as soon as you arrive!

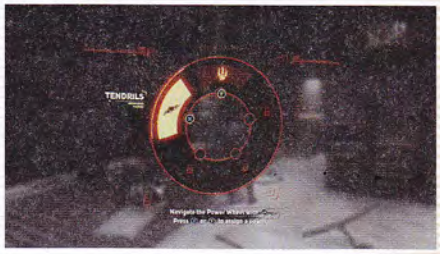
You must defeat the Hydra. Conveniently, the weapon racks on the sides of this test chamber are lined with rocket launchers! Grab one and start unloading on the Hydra.

The Hydra attacks by slamming down into the ground, spinning to sweep the entire area, or impaling you with an extendable mouth spike and pulling you in, and *then* crushing you.

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Avoid its attacks by carefully timing your dodges. You are likely to take some damage; so make use of nearby Blackwatch soldiers as mobile health supplies.





Once you pump enough explosives into the Hydra, it becomes staggered, and just like a smaller Infected, you can approach and consume it. Do so, and you acquire a new power: Tendrils!

TENDRILS

>>> Tendrils are a powerful disabling weapon. They have a bit more reach than the Claws, but are much slower.

In exchange however, they literally tie up anything you attack, with ropey strings of organic matter (pleasant, yes?).

On smaller targets, such as Blackwatch troops or basic Infected, they simply tear the target apart in a messy fashion.

On larger targets however, they are very useful, as they can be used to trap beasts such as Brawlers and Juggernauts in their tracks.

TENDRIL TIME

A squad of Blackwatch soldiers arrives, but they simply serve as target practice for your new power. Use the basic Tendril attack on them and watch the carnage.

Once you've eliminated the squad, head back up and out of the test chamber. When you reach the observation room above, another squad of Blackwatch shows up. This time, hold the Tendril Attack button to trigger a Black Hole attack. This devastating attack wipes out the squad in one move.

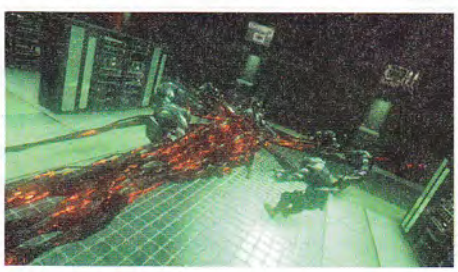


BLACK HOLE

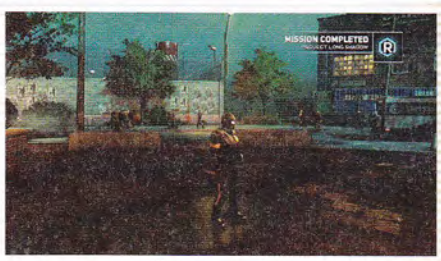
>>> The charged attack for the Tendrils creates a focal point on whatever you target, and then pulls in *anything* nearby to smash into that central target.

This means you can target a Blackwatch soldier, a Brawler, or an APC, and nearby junk in the environment, other soldiers, and, when upgraded, even huge objects like cars are pulled in with Tendrils at tremendous speed, causing huge impact damage. You can even use Black Hole on helicopters!

Black Hole is a great attack for clearing out squads of weaker enemies, and as it has decent range, it's a good option for piling on some extra damage to tougher targets before you move in for close range attacks with Tendrils, Claws, or another power.



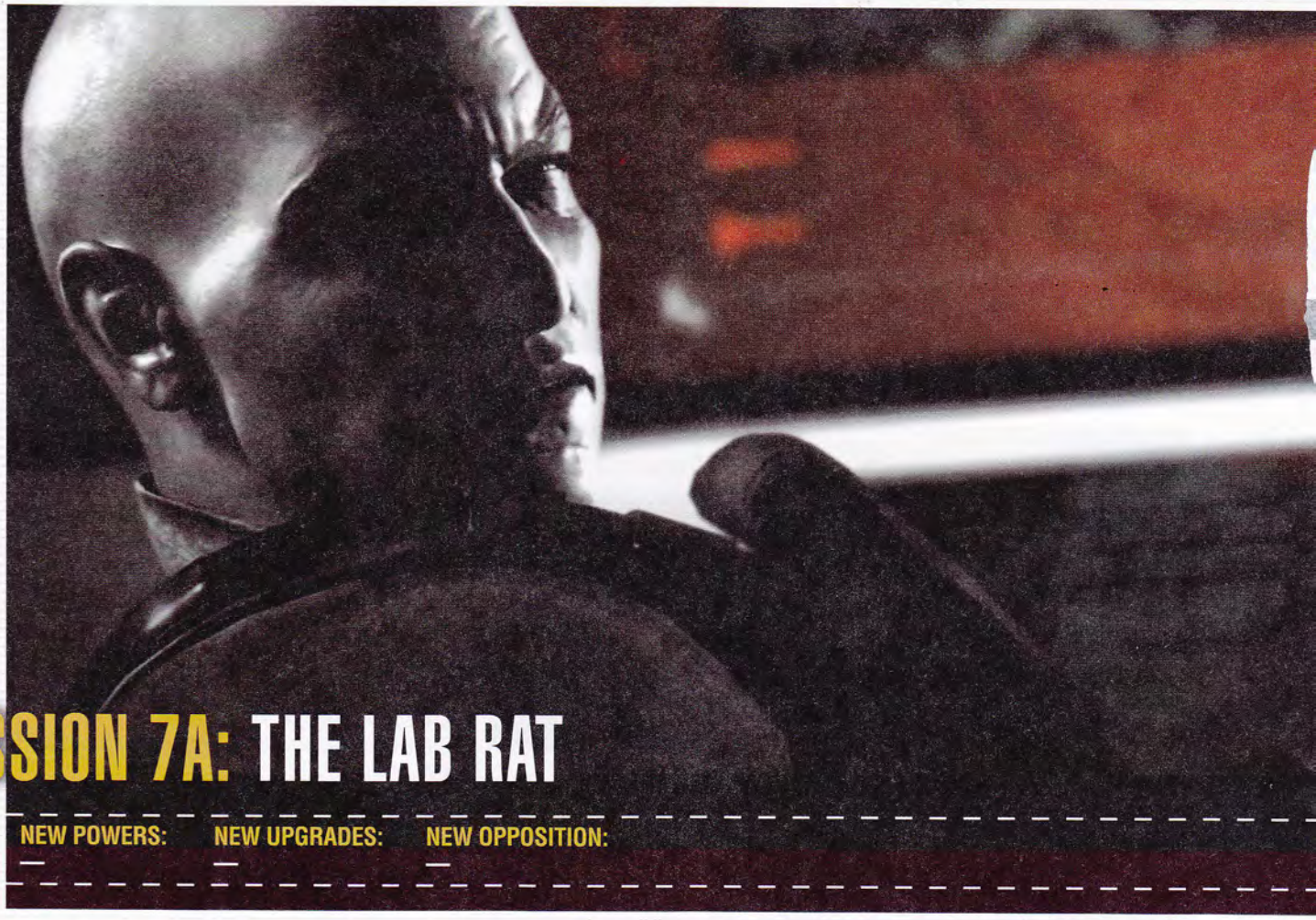
ESCAPE THE BASE



With the path cleared, you can disguise yourself and escape the base with no one the wiser. Note that if you leave the facility *without* disguising yourself, you're in for a fight (or a run), so make that decision before you go outside.

In either case, once you're clear of the base, this mission is complete.

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MISSION 7A: THE LAB RAT

NEW POWERS: —

NEW UPGRADES: —

NEW OPPOSITION: —

MISSION BRANCH

>>> At this point, and at a few other points in the storyline, you are given a choice of missions to tackle, from a few different contacts.

Note that you are completely free to do the missions in whatever order you choose, they don't have any effect on each other, and you can't miss anything by doing them in a particular order.

In this case, triggering the Colonel Rooks contact on the map leads to this mission.

After you destroyed the Gentek research team and infiltrated the base containing the Hydra experiment, Blackwatch is moving a key researcher, Dr. Bellamy, into the Green Zone for safe keeping away from your grasp.

That'd work a lot better if Rooks wasn't telling this plan to *you.*

ELIMINATE THE EVACUATION HELICOPTER

A helicopter is en route to fly Dr. Bellamy out. Track it via the waypoint and hustle across the city to reach it before it can get to the scientist. Use long jumps, gliding, and your air dash to quickly reach the helicopter.



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LOCOMOTION TIPS

When you are in the air, you can hold the Sprint button to initiate a glide. You can also tap the Jump button to trigger an air dash which immediately converts to a glide, giving you an extra boost of speed and lift while gliding.

Be careful to trigger the glide manually by first jumping, and then releasing and holding the Sprint button again, *instead* of using your air dash to start that first glide.

The reason for this is if you trigger the air dash to start the glide, you're losing some extra glide distance. You can initially only perform one air dash, and you can travel farther and faster if you sprint, jump, glide, *then* air dash for some extra distance before landing and leaping again. The air dash gives you a bit of extra



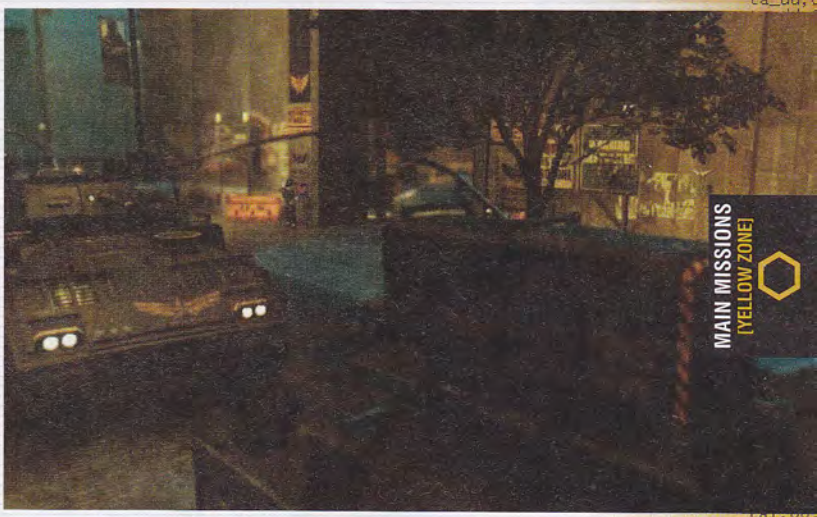
distance *and* a bit of extra lift, but you lose that bonus if you waste the dash at the start of your long glide. Doing so means it isn't around to give you the bit of extra air control you need to land perfectly on a nearby tall building at the end of a glide.

It's a minor point, but it helps any time you're traversing long distances in the city, and it's very helpful if you're tackling any mission with timed elements.

BONUS: USE THE BLACK HOLE ATTACK ON THE HELICOPTER.

YOU CAN EITHER DO THIS BY GETTING ONTO A NEARBY TALL BUILDING OR HIGHWAY OVERPASS AND ATTACKING FROM THE GROUND, OR PERFORMING A HIGH JUMP INTO THE AIR NEAR THE HELICOPTER AND UNLEASHING THE BLACK HOLE.

With the helicopter plan torched by your actions, Blackwatch moves to plan B and attempts to evacuate Dr. Bellamy via an APC convoy.





When you reach the helicopter, destroy it! You can use Black Hole attacks and the Claw Pounce, followed by regular Claw attacks, to deal damage to the chopper. If a Blackwatch soldier with a rocket launcher is nearby, that's another option. Take his toy and blast away.

DESTROY THE CONVOY AND CONSUME DR. BELLAMY

Now you need to make your way over to the Blackwatch base and ambush the convoy as it leaves.



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WEAPONIZATION

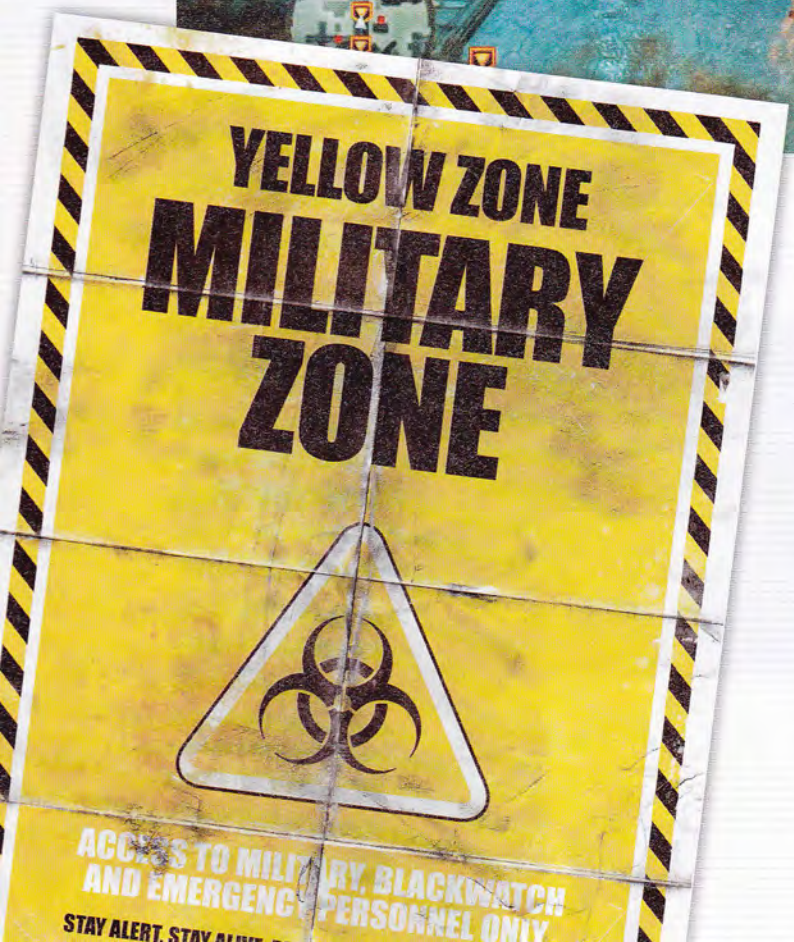
>>> If you've done the B line of missions first, you have access to Weaponize Ground, and you can devastate this APC convoy with ease, but if not, your Tendril attacks and any nearby rocket launchers work just fine.

BONUS: USE TENDRILS TO DESTROY AN APC

EASILY DONE, EITHER DESTROY ONE COMPLETELY, OR WEAKEN IT WITH ROCKET ATTACKS AND FINISH IT WITH A TENDRIL STRIKE. NOTE THAT YOU ONLY NEED TO DESTROY ONE APC IN THIS MANNER; YOU CAN DESTROY THE REST ANY WAY YOU WANT.



There are three APCs in the convoy, and depending on how close to the Blackwatch base you engage them, potentially a lot of infantry around as well.



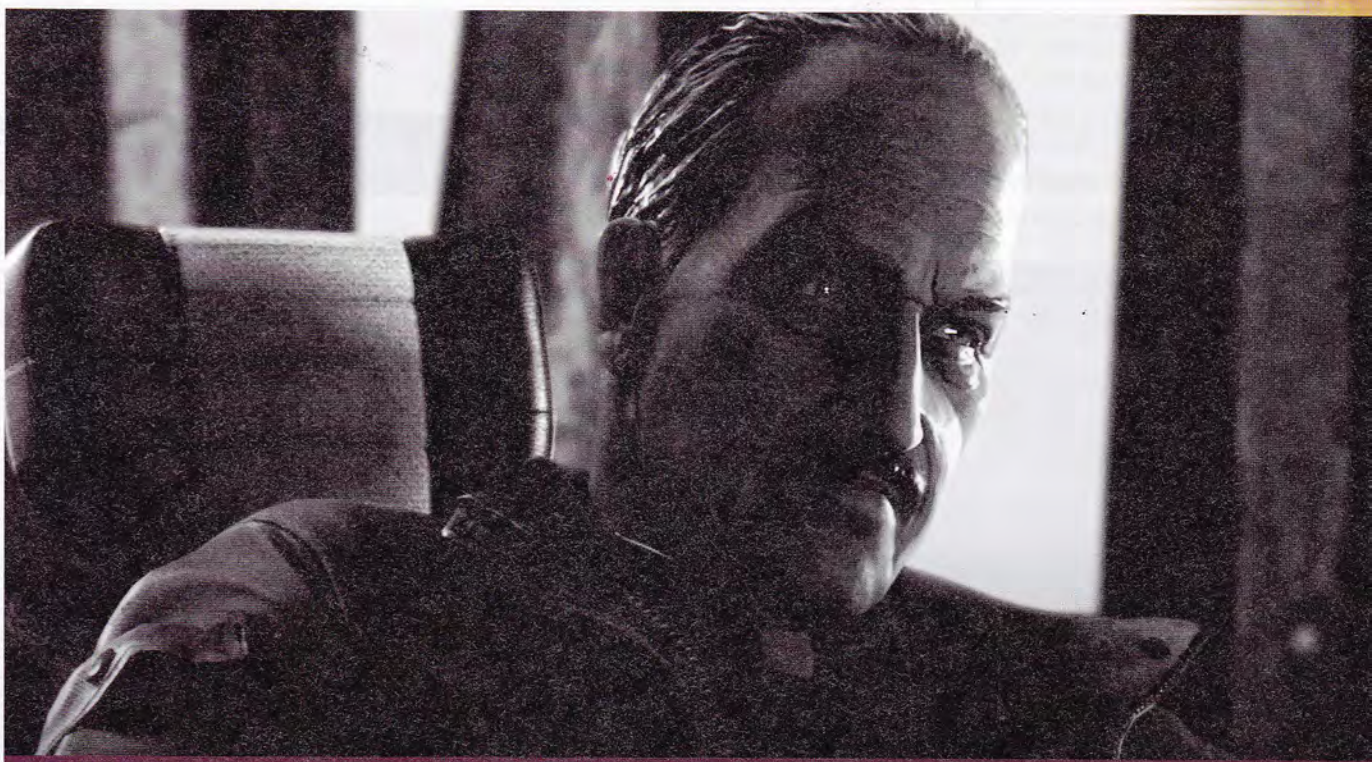
Use the Tendrils basic attack and Black Hole in conjunction with rocket launchers scavenged from nearby Blackwatch soldiers, to destroy the APCs.



Don't hesitate to back off and consume some nearby enemies if you notice your health is low.

Once you've destroyed the final APC, Dr. Bellamy is knocked out, and you can grab and consume him. Do so, to gain another flash of insight into Gentek and Blackwatch plans, then escape the alert to finish this mission.

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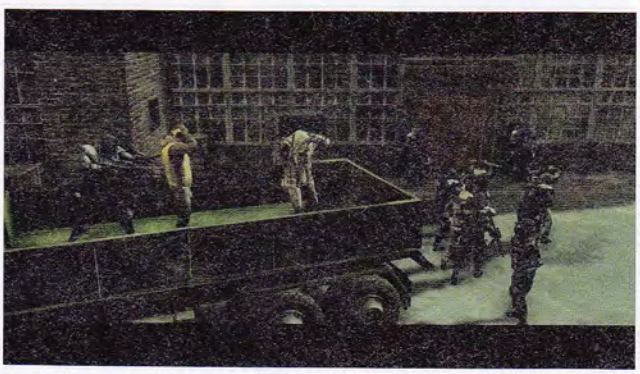
MISSION 7B: FEEDING TIME

NEW POWERS: BLOCK

NEW UPGRADES: —

NEW OPPOSITION: JUGGERNAUT

Father Guerra has made contact with a source known as Athena, and she has provided him with information about another of Gentek's nastier operations.



Gentek is experimenting on civilians in one of their bases, and those civilians aren't returning once they enter the base. Time to shut it down.

REACH TEST SITE JEFFERSON



Head to the waypoint to find the base in question. Once you're in range, the entire base is lit up with target indicators. Smash the Blackwatch defenders to disrupt the base and attract the attention of the commander.



There are a lot of soldiers here, with rocket launchers mixed in, and an APC roaming around. Use the rocket launchers or your Tendrils to destroy the APC, then mop up the remaining Blackwatch troops.

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Once you've inflicted enough carnage, a Blackwatch commander emerges from the base. Quickly consume him, and then escape the Alert. You're going to use him as a disguise to get into the facility.



INFILTRATE THE BASE

Once the Alert ends, use the commander disguise to get inside the base.



Within, more Blackwatch troops and another hand scanner block access to the inner experiment room. To bypass it, you need to consume the senior biologist and use his DNA to access the room.



He's marked with a . Grab and consume him, then use the hand scanner. You don't actually need to defeat the other Blackwatch troops in the room, though you certainly can if you want to!

CONSUME THE JUGGERNAUT

The Juggernaut is a fierce new Infected monstrosity. Larger and slower than the Brawler, it is likewise both tougher and stronger.

It is also well shielded by its monstrous arms, and easily blocks your attacks from the front if you don't quickly strike after it leaves itself open.



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Because it is so slow, it is very vulnerable to dodges and rear attacks. Wait for the Juggernaut to try to attack you while at close range, leap over its head, then strike from behind.



SPECIAL TENDRIL ATTACKS

>>>

Occasionally when leaping over or snaring a Brawler, Juggernaut, or other large foe with Tendrils, you may receive a prompt to perform a special attack.

These take the form of a single-button press prompt, and when activated, can either perform a special attack for extra damage, or in the case of the Brawler and Juggernaut, outright rip a limb off!

Doing so reduces their offensive potential, in addition to damaging them, so try to snare the big boys early in the fight to lessen their power.



Keep pounding on the Juggernaut until its health is critically low. Once it is weak, a consume prompt appears—eat the beast!

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BIO SHIELDING

Consuming the Juggernaut unlocks a powerful new defensive ability: Shields.





After you consume the Juggernaut, a squad of Blackwatch troops arrives armed with rocket launchers. Time to test out the reflection! Wait for the prompt to appear, then tap the Block button to reflect the rocket in mid-air and send it back to its unfortunate owner.





By holding the block button, you can raise your organic armor, deflecting small arms fire with ease, blocking strong melee attacks, and, impressively, reflecting rockets if you time the block well!

The shield can also be used to stun some melee enemies if you block their attacks just before they strike.

BONUS: TIME THE SHIELD BLOCK TO REFLECT A ROCKET BACK AT THE SHOOTER.

THE FIRST REFLECT WAS A FREEBIE, YOU NEED TO HIT THE TIMING CORRECTLY TO GET THIS BONUS.

DON'T WORRY ABOUT TAKING A BIT OF EXTRA DAMAGE TRYING TO GET THIS BONUS, THERE'S PLENTY OF ENEMIES TO CONSUME FOR HEALTH IF YOU MISS A FEW TIMES, AND IT'S A VERY USEFUL SKILL TO PRACTICE.

Mop up the remainder of the Blackwatch troops and exit the facility. With the base's operations disrupted and your new Shield power, your work here is done. Exit the base and get clear of any alert you may have triggered to finish this mission.

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MISSION 8B: SALVATION

NEW POWERS: WEAPONIZE GROUND

NEW UPGRADES: —

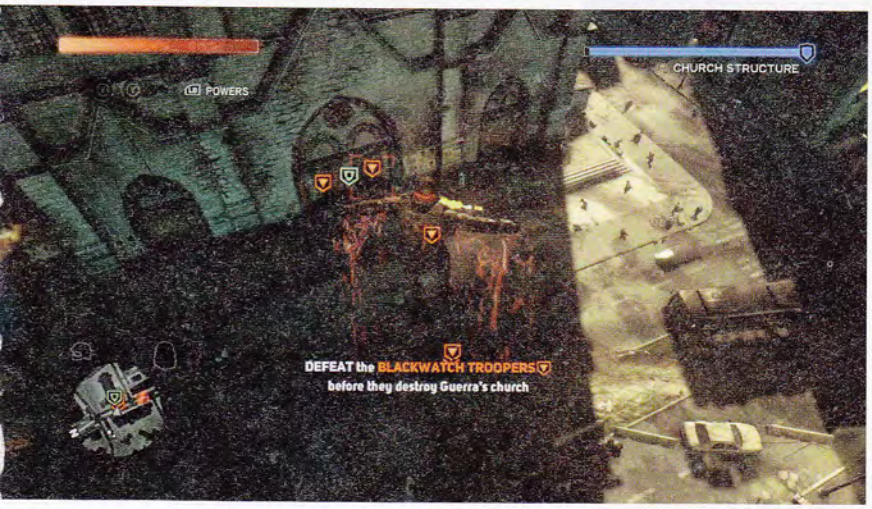
NEW OPPOSITION: —

PROTECT THE CHURCH

Blackwatch has discovered that Father Guerra is aiding Heller! They immediately dispatch kill teams to eliminate the holy man.

You need to protect the church he is hiding within and fight off the Blackwatch troops so that you can get Guerra out safely. Get moving!

Follow the waypoint to reach the church, when you arrive, some Blackwatch soldiers have already started the siege. They are easily dispatched, so eliminate them quickly.



WEAPONIZE AN APC

After the first squad is gone, a pair of APCs are still en route to the Church. Heller spots them early and gets a bright idea—how about turning their own weaponry against them?



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Approach one of the APCs and tap Grab to mount it, then mash the Attack button to rip a TOW Launcher right off of the APC!

With the TOW in hand, you can completely devastate the APCs. Note that the TOW fires four homing rockets that require a bit of distance to properly acquire and home in on their target. Either back off on the ground or, preferably, simply leap into the air and fire while you have a clear shot from a distance.



The TOW is extremely powerful, but you only get four shots (of four missiles each), so make them count. If you want to gain some extra ammo, tear off one TOW, blast the neutered APC, then drop your TOW and tear off the TOW from the second APC.



DEFEAT THE INCOMING BLACKWATCH HELI SQUADS

More troops show up, this time in a transport helicopter, followed up by a pair of gunships. If you still have some TOW shots left, use them to easily shoot these down.



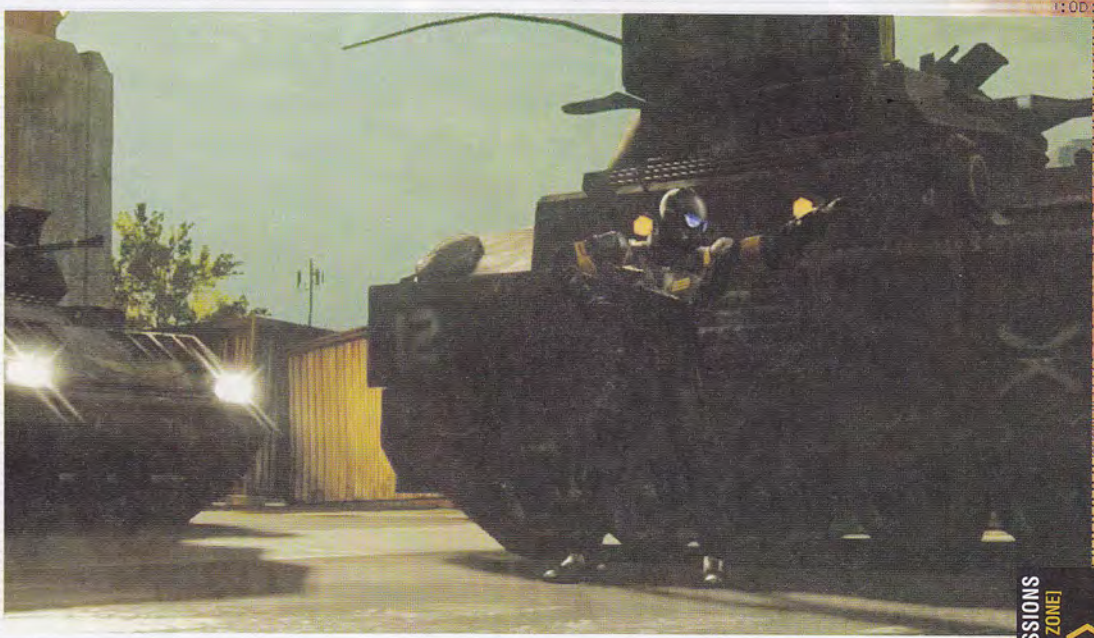
If not, either use your Black Hole and leaping attacks, or steal a rocket launcher from an obliging Blackwatch trooper to down them.



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DEFEAT THE BLACKWATCH ASSAULT TEAM

With the failure of their initial attempts, Blackwatch mobilizes a full convoy from a nearby base, consisting of multiple APCs, helis, and infantry.



Intercept the convoy *before* it can reach the church, you don't want it getting in range and pounding on the church while you're busy fighting.



Jump and glide over to the convoy, then quickly weaponize the APCs by stealing their TOWs. Use them to wipe out the helis first, then the APCS, and you can finally turn your attention to the easily eliminated infantry.



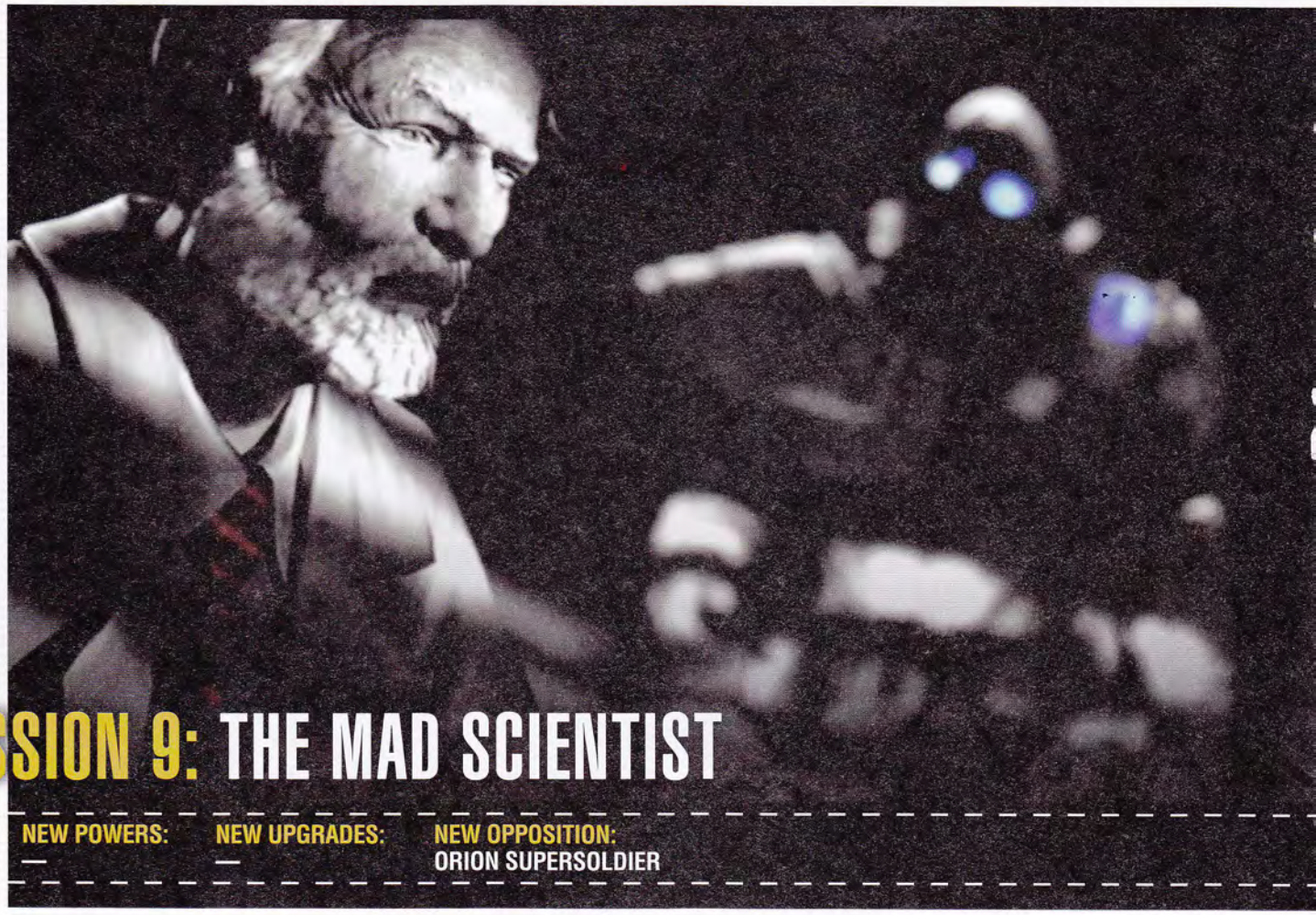
When you've defeated the last of the Blackwatch assault convoy, hurry back to the church and enter it via the waypoint—Heller rushes inside to rescue Guerra, and this mission is complete.



Father Guerra is safe, for now, and you have acquired a valuable new ability to combat Blackwatch armor in future missions.



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MISSION 9: THE MAD SCIENTIST

NEW POWERS: —

NEW UPGRADES: —

NEW OPPOSITION: ORION SUPERSOLDIER

Your efforts in the Yellow Zone have massively disrupted Gentek's operations, but there are still some high ranking Gentek doctors on the loose.



INFILTRATE DR. KOENIG'S FACILITY

Athena has located Dr. Koenig, one of the leading researchers. Follow the first waypoint to reach Koenig's facility.

Located in a Blackwatch base, Koenig is well protected. To get inside, you first need to consume the Blackwatch commander outside in the yard.



Acquire your disguise (either forcibly, evading the Alert, or stealthily), and then break into the facility using the hand scanner with the commander's DNA key.



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STEALTHILY REACH DR. KOENIG

BONUS: DO NOT ENTER ALERT

THIS TAKES A BIT OF PATIENCE, BUT IT IS EASILY DONE AS LONG AS YOU DON'T RUSH THE PROCESS.

USE WHAT YOU HAVE LEARNED ABOUT STEALTH CONSUMPTION UP TO THIS POINT TO PULL THIS OFF.

REMEMBER:

- **AVOID THE VIRAL DETECTOR'S SCAN RANGE**
- **USE A HUNTING PING TO SEE WHO CAN BE SAFELY CONSUMED (WHITE) OR NOT (RED).**
- **YOU CAN CONSUME A WHITE TARGET FROM ANY DIRECTION WITHOUT TRIGGERING AN ALARM, NO MATTER HOW EXPOSED YOU MIGHT FEEL.**
- **WAIT FOR TARGETS TO MOVE, OR INTENTIONALLY BUMP THEM TO CHANGE WHERE THEY ARE LOOKING.**
- **LOCK ON TO A TARGET AND EMIT A HUNT PING TO SEE WHO IS WATCHING THAT TARGET.**

Dr. Koenig is behind another scanner inside the facility, and to get in, you need to consume a Blackwatch guard with the proper clearance.

You can do this the fast way, and simply brute force consume him to skip the bonus, or you can take your time and stealthily consume every guard in the area.

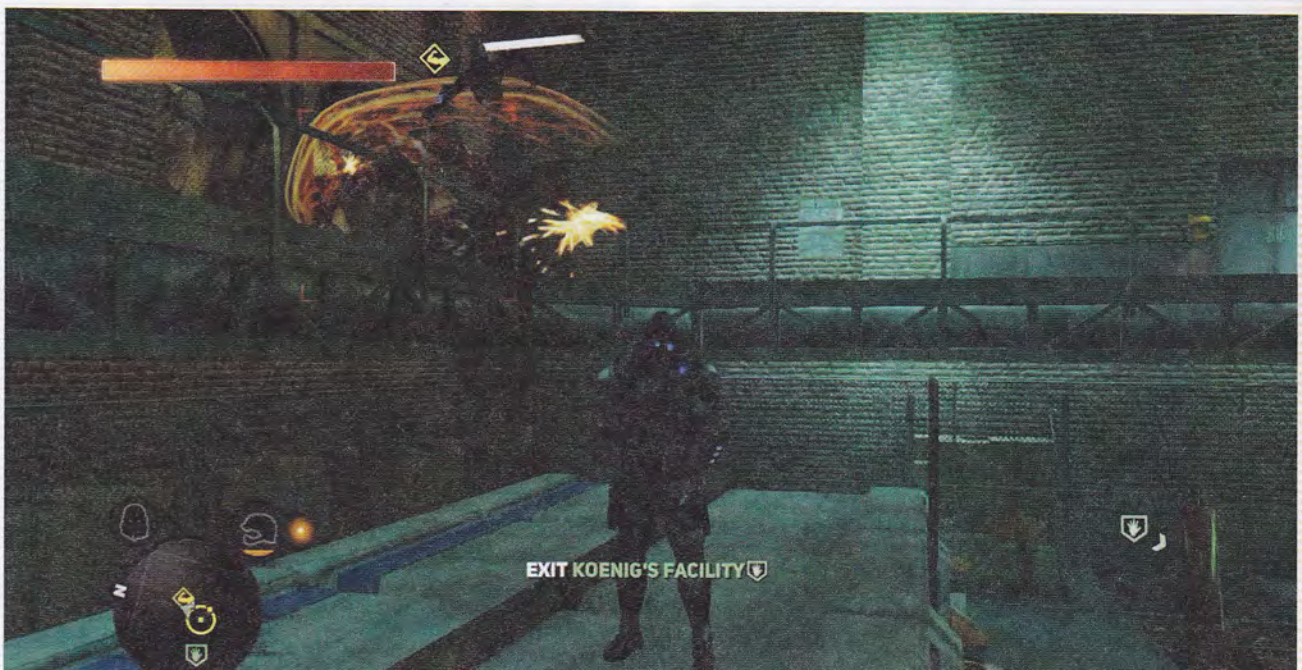
There are also a pair of containment units in this room, holding Infected Brawlers…nothing like a distraction!



If you do open up the Brawler cages, be aware that it is very easy to lose the no Alert bonus due to fighting while they are engaging the Blackwatch troops, so you may not want to open the cages if you're trying to earn the bonus.



If the Brawler happens to have a  , you can always wait until *after* you meet Dr. Koenig and open the containment unit when you're on your way out and have already earned the bonus!



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MEET DR. KOENIG

Heller is at first only here to eliminate Dr. Koenig, but the scientist persuasively argues that he is not on Blackwatch's side, and he shares the details of a Blackwatch supersoldier program known as Project Orion to prove his worth to you.

You need to get to the supersoldier facility and shut it down before the Orions can be deployed against you.



HEAD TO THE PROJECT ORION DEPOT

Follow the waypoint to quickly reach the Orion Depot. When you do, it becomes clear that the facility is very well defended. Dr. Koenig advises that you destroy the communications arrays located around the depot to delay any response from Blackwatch.



You can attack them directly, but a more efficient method is to scout around for a Blackwatch rocket soldier, stealth consume him, then use his rocket launcher to quickly blast the communications systems. Destroy all three systems!

DEFEAT THE ORION SUPERSOLDIER

Once you destroy the communications systems, Heller jumps down into the base, but his arrival is very rudely welcomed by an active Orion Supersoldier! So much for "in development."



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THE ORION

>>> Orions are super buffed up Blackwatch troopers who engage in hand to hand combat.

They strike hard, and unlike Brawlers, dodging them isn't always the best course of action, as they are fast enough and smart enough to spin around and backhand you for trying it.

Instead, if you *block* their attacks by watching for the telltale blue glow before they strike, you can block the attack and stagger them, opening them up for a counter-attack.



Defeat the Orion by blocking his attacks, which are always telegraphed by his armor glowing blue just before he swings.

If you time the block well, the retaliatory shield bash to the face stuns the Orion, allowing you to move in and *power suplex the Orion into the ground*. It is just as awesome as it sounds.



You can make use of all of your basic attacks against the Orion as well—Claw swings, Tendril attacks, and stealing a rocket launcher from a Blackwatch soldier are all perfectly viable methods of dealing additional damage.



While you can use machineguns or rifles on the Orion, they barely do any damage, so don't waste your time.



If you want to down these enemies as fast as possible, stay in melee range, block their attacks, counter with grabs, and constantly attack when they aren't punching. Keep the pressure on and take the Orion out.

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DESTROY THE SUBSTATIONS

With the Orion defeated, you now need to devastate the base to shut it down. Destroy the substations scattered around the base, using your Tendrils, throwing any explosive barrels in the area, and using rockets.



Unfortunately once you've eliminated the substations, two more Orion supersoldiers show up to give you a taste of a tougher combat scenario.





Just like when you faced the single Orion, pay attention to their attacks to block them in time.



If you miss a block, the supersoldier may grab you. Rapidly wiggle the analog stick to break free before he inflicts greater damage! Defeat both of the Orion soldiers to finish off the base!



When the base and the Orions are wiped off the map, you hear a Dr. Burk over the radio discussing a Phase Two operation at a proving grounds. He's using another Orion to clone more of the supersoldiers—it looks like your pre-emptive strike wasn't so pre-emptive after all.

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MISSION 10: ORION PHASE TWO

NEW POWERS: DEVASTATOR

NEW UPGRADES: —

NEW OPPOSITION: —

REACH THE PHASE TWO PROVING GROUNDS

Dr. Koenig gets in touch with Heller at the start of this mission, revealing the location of the proving grounds and the Phase Two Orion.

Follow the waypoint to quickly reach the proving grounds!

DEFEAT THE PHASE TWO ORION

BONUS: USE SHIELD TO COUNTER THE SUPER SOLDIERS ATTACKS

EASY ENOUGH IF YOU PRACTICED AGAINST THE ORIONS IN THE PREVIOUS MISSION. IF NOT, YOU SHOULD BE DOING SO HERE!

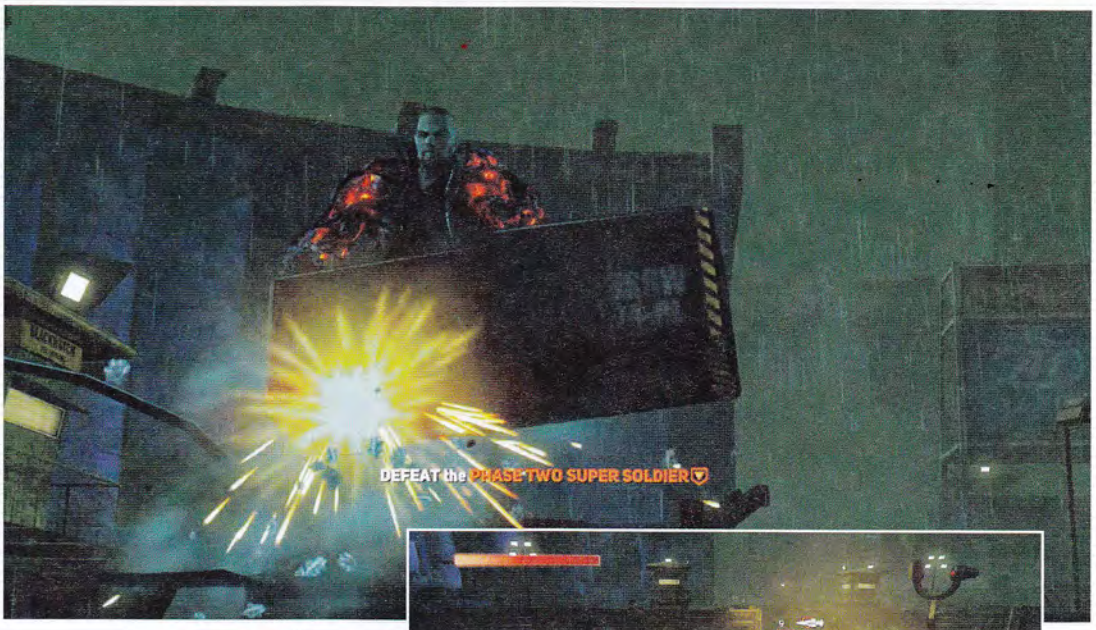
LAND A WELL-TIMED SHIELD BLOCK TO EARN THIS BONUS AND STAGGER THE PHASE TWO SOLDIER.

Engage and defeat the Phase Two. This supersoldier is identical in behavior to the Phase Ones, he's just tougher.



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Conveniently, there are several APCs parked nearby. If you really want to light him up, tear off a TOW and unload! If he's still standing after the barrage, engage him at close range and use Shield blocks to stun and disable him.



Once the Phase Two Orion is low on health, consume him!



UNLEASH DEVASTATION

Consuming the Phase Two causes Heller to black out. When he awakens, a massive squad of Blackwatch troops surrounds him, including Orions and helicopters.

Press and hold Secondary Attack and Grab to trigger the Devastator special attack. The resulting shockwave eliminates *everything* near you!



DEVASTATOR



>>> Newly unlocked, this special power adds a Mass Bar just below your health bar. Initially consisting of a single Mass block, it can eventually be upgraded to three blocks, allowing for three uses of the Devastator ability.

And what is the Devastator? It's a stunning special attack that unleashes a wave of destruction in a sphere around Heller, instantly killing all weaker enemies and dealing heavy damage to larger targets or even heavily armored vehicles.

Use Devastator freely whenever you are feeling surrounded and pressured, or if you simply need a breather. You can refill your Mass bar by consuming enemies.

Note that the activation of Devastator *can* be interrupted by enemies, but you can remove that weakness with your next Evolutionary level gain. For now, just try not to trigger it when standing adjacent to a dangerous melee enemy, or with a missile locked on to your forehead.

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DEFEAT THE ORION AND BRAWLER OPPOSITION

Now, consume nearby targets to refill your mass bar! Once done, the area becomes a complete mess as Brawlers break free of their containment units due to the damage done by your Devastator. More Orions show up to combat the Brawlers.



Remember you can easily back off and recover by consuming nearby Blackwatch if you get damaged, there's no time pressure here.

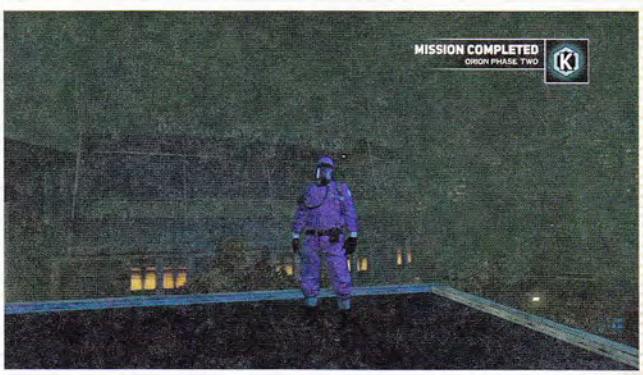


You need to take them all out! Use Devastator, any remaining TOWs, Tendril Black Hole, and, of course, your basic attacks to carve up and eliminate the beefy opposition.

Use dodges and (especially) high jumps to get clearance if you're being surrounded with no Mass charge, and use Shield blocks to stun any aggressive Orion that gets in your face.

CONSUME DR. BURK

When you've downed the last of the big thugs, Dr. Burk finally (and foolishly) shows himself. Use a leaping pounce grab to secure him, then consume him.



The consumption of Dr. Burk reveals an unpleasant, but not entirely surprising, revelation regarding Dr. Koenig.

Leave the proving grounds and break the Alert to conclude this mission. Your next goal is revenge...

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With the Phase Two Orion destroyed, your next target is Dr. Koenig. Unfortunately when you trigger the mission, Heller's direct and obvious approach is rewarded with a pair of gunships waiting for you.

MISSION 11: NATURAL SELECTION

NEW POWERS:	NEW UPGRADES:	NEW OPPOSITION:
—	CLAWS 3, TENDRILS 3	EVOLVED

DEFEAT THE BLACKWATCH AMBUSH

You can destroy them with Black Hole tendril attacks, or use Claw Pounce to close the distance and then get in a few swipes while you are close enough.

If you hit the street and search nearby, you may also be able to track down a rocket launcher and use it to finish off the helis.

TRACK DOWN DR. KOENIG

Once the helis are down, your next order of business is locating Dr. Koenig's location. Blackwatch comm chatter reveals a commander nearby who knows where Dr. Koenig is hiding.

The commander is in an APC. Tear off the TOW and use it to blast the APC. Once done, the commander attempts to flee. You know what to do; grab and consume the commander!

His memories reveal the location of Dr. Koenig: Base Seven. Follow the waypoint to reach the base!





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BREAK THE LOCKDOWN

The base is on lockdown condition when you arrive. To break the lockdown and get into the base, you need to create a disruption so great it cannot be ignored.





Destroy all of the fuel tanks in the base! The resulting explosions are enough to force the base to end the lockdown.

There are APCs in the base. If you arrived in a military form you can approach them without an alarm. If not, tear off the TOWs and use them to devastate the base!

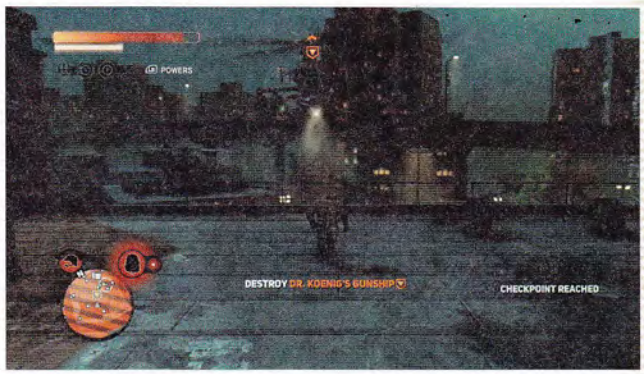




When you've blasted the last of the fuel tanks, Dr. Koenig flees the base and enters a helicopter gunship—or at least it looks like he's fleeing.

DEFEAT DR. KOENIG'S GUNSHIP

Dr. Koenig quickly turns the gunship around with orders to attack Heller. You must destroy it!



Dr. Koenig's gunship is a bit tougher than the other helicopters you have faced, and it launches rockets quickly. Be ready with your



Shield to block the incoming fire.

Dr. Koenig also tinkers with the electronics onboard, causing an overload and paralyzing the heli for a moment.

If you still have any remaining TOW shots, use them on the gunship. If not, track down a rocket launcher. You attack it with your melee powers, but it is much easier to tackle with ranged firepower.

Deal enough damage and the gunship goes down...

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DEFEAT DR. KOENIG

Unexpectedly Dr. Koenig survives the crash. When you approach, a cutscene triggers as Heller interrogates the scientist.

There's a surprise waiting for you—Dr. Koenig is not a Gentek scientist. Or at least, he is not *only* a Gentek scientist. He has also been infected with the Blacklight virus!



Dr. Koenig reveals his power as his arms transform into bladed weapons!



Dr. Koenig is an Evolved, one of Mercer's converts. He's also out to kill you...



Treat Evolved as slightly faster Brawlers. You can dodge his attacks easily, then strike from behind. Because he is faster and more agile than a Brawler however, Tendril attacks are a bit harder to land, making Claws more effective.

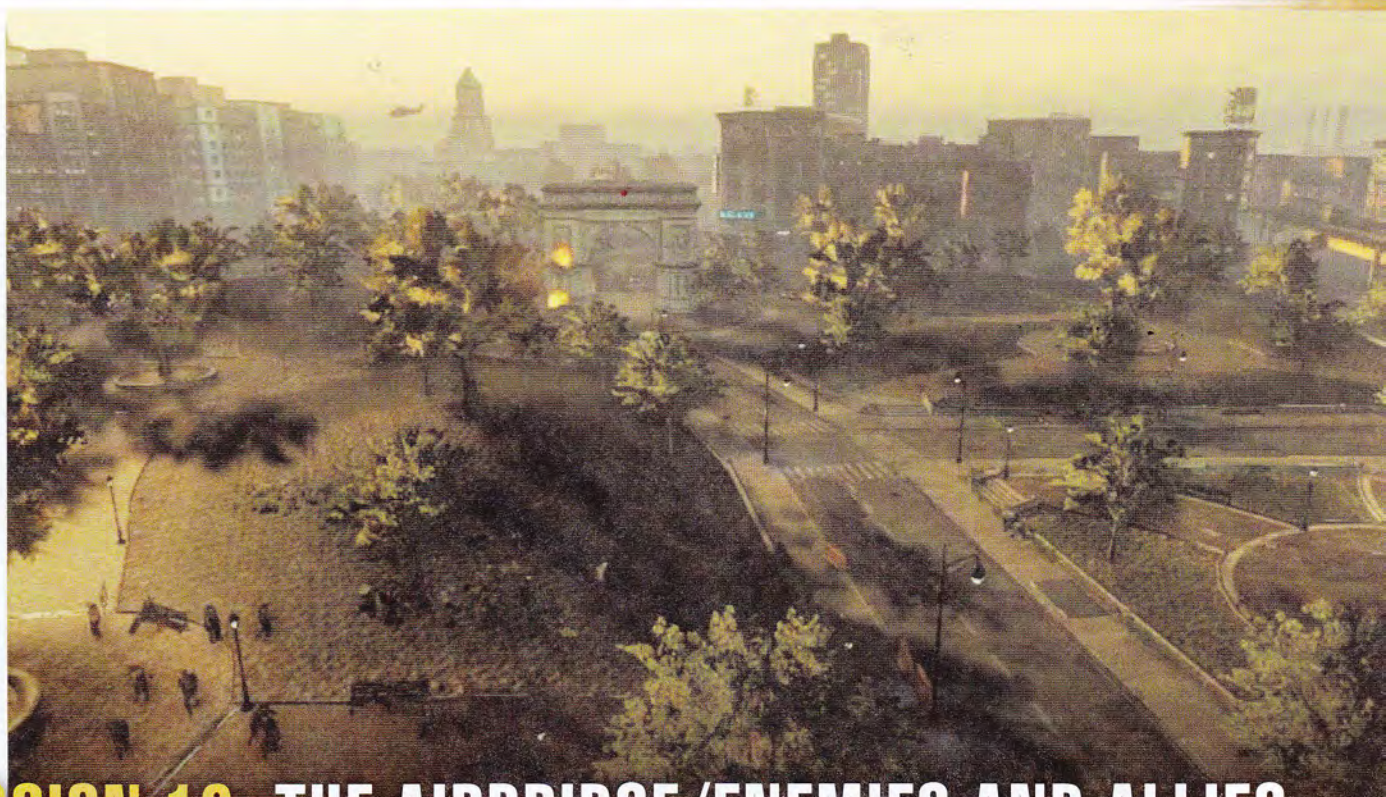
Pound on Dr. Koenig until he reaches about half health. When he does, he flees the scene to a nearby rooftop. Follow him to finish him off.



Once he's beaten down enough, consume him. The memory you receive when you do so is troubling. More concerning yet, are Mercer's plans involving the Green Zone. It's about time you departed the Yellow Zone and travelled to the Green Zone to investigate more closely.



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MISSION 12: THE AIRBRIDGE/ENEMIES AND ALLIES

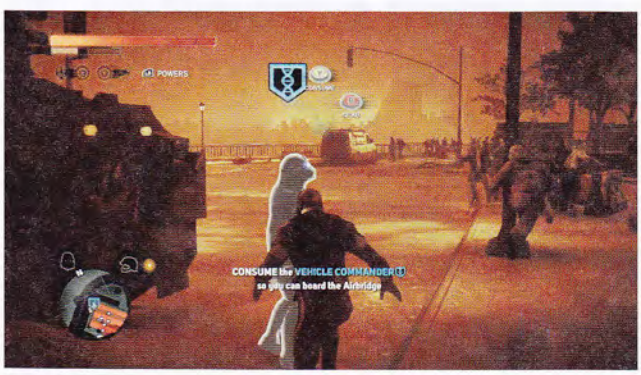
NEW POWERS: ARMOR HIJACKING

NEW UPGRADES: RIFLES 2, LAUNCHERS 2

NEW OPPOSITION: —

Father Guerra has already moved on ahead by using some careful bribery and contacts, but you're going to take a different route.

Travel between the NYZ islands is restricted, so in order to reach the Green Zone, you need to make use of the Airbridge, a helicopter network that Blackwatch has established to ferry VIPs around between the islands.



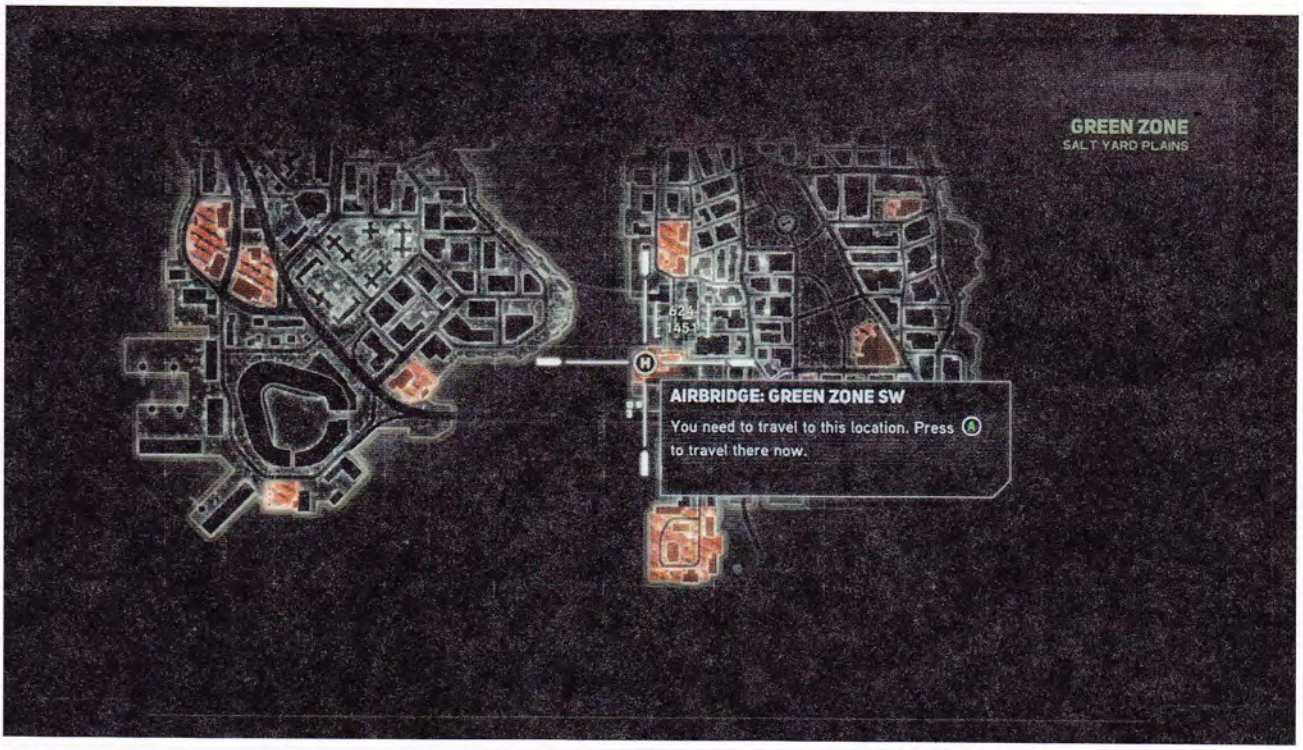
SNEAK ABOARD THE AIRBRIDGE

Follow the waypoint to the nearby Blackwatch base. Within, you must consume a marked commander to gain access to the Airbridge. Infiltrate the base in a military disguise and consume him.



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Once done, you can make your way over to the nearby helipad. Do so and you board the Airbridge. This pops open a map of the city, and you can use it to instantly travel to a helipad landing zone in the Green Zone.



AIRBRIDGE TRAVEL

>>> From this point on, as long as you have an appropriate disguise, you can make use of the Airbridge to travel between (and within) the NYZ zones.

ENEMIES AND ALLIES

During the flight over, the helicopter pilot lets slip some information about a Lt. Riley and his plans for an operation. It appears that Infected are slipping into the supposedly "clean" Green Zone via tunnels to the Red Zone.

Heller takes an interest in meeting him, but for now, you need to go talk to Father Guerra about the developments with Mercer.



MEET WITH FATHER GUERRA

Follow the waypoint after you land to talk to Guerra. He has interesting information about Mercer and the second outbreak of the virus...

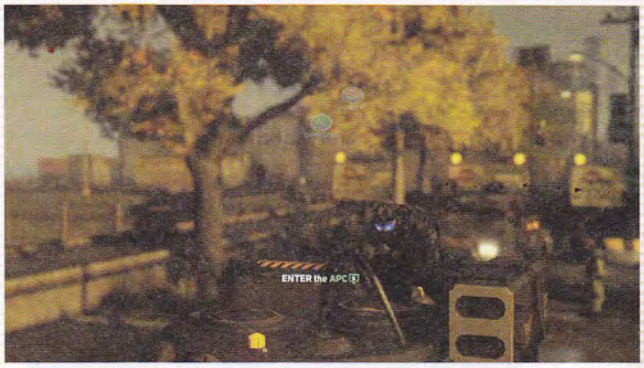


The revelations send Heller in a different direction. Now he wants to dig up information on Mercer's network of Evolved in the Green Zone, particularly Sabrina Galloway.

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To get to her, you need to attend that briefing of Lt. Riley's that you heard about earlier.

Follow the waypoint over to the base where the briefing is to take place—unfortunately when you arrive, a Sergeant greets you and then dispatches you to deal with the Infected outbreak. He orders you into Copperhead 2-2, an APC. Hop in and get rolling!

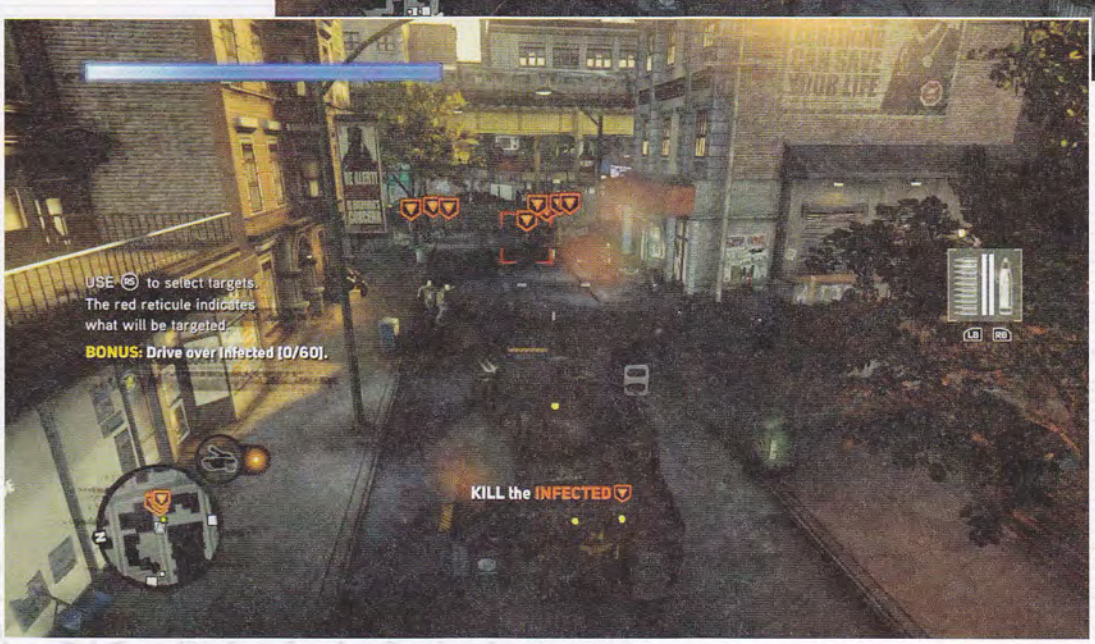


DEAL WITH THE INFECTED SITUATION

Your ultimate destination is a rally with Copperhead 2-1 in a nearby park overrun with Infected.



Before you get there however, you have a few minutes to get comfortable with the vehicle controls and shoot some Infected.



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VEHICLE HANDLING

>>> Use the analog stick to steer, and the two fire buttons to do some damage. One controls your TOW launcher, and the other, your main cannon.

The cannon mounted on the APC is a low-caliber projectile in comparison to a full main battle tank's cannon. It still packs a hefty punch and fires rapidly, ideal for eliminating weaker Infected.



The TOW launcher is more than strong enough to deal with even the toughest Infected, including Brawlers, Juggernauts, and Hydras.

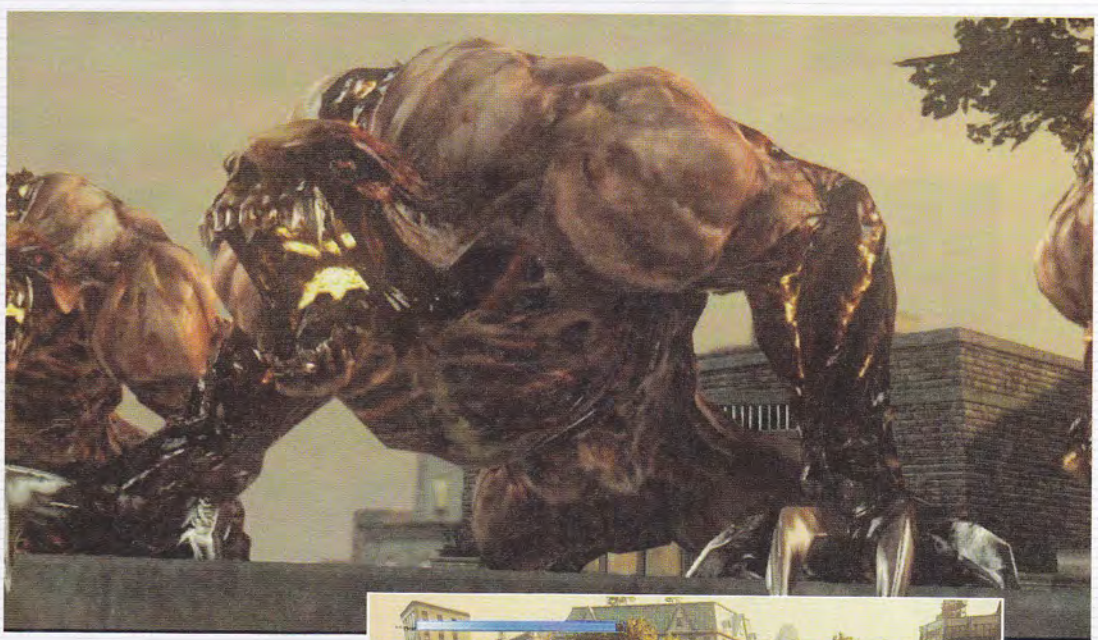
BONUS: DRIVE OVER 60 INFECTED

EASILY DONE, FOLLOW THE WAYPOINTS TO THE PARK AREA AND THEN DRIVE OVER INFECTED UNTIL YOU ACHIEVE THE BONUS BEFORE PROGRESSING THE MISSION AT THE NEXT WAYPOINT.



Follow the rally point to an initial engagement area, where you can use your weaponry to destroy a small number of Infected.

Once done, head to the park, where you rendezvous with the other APC units.



Engage and destroy the incoming Brawler and Juggernaut Infected. Use your mobility to keep your distance while firing continuously.

Don't worry about ammo management. You have infinite ammo; you only have to reload occasionally. Once you've defeated the Infected in the park, follow the waypoint marker to rally with your squad.



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DEFEAT THE HYDRA AND RTB

When you arrive, a Hydra bursts out of the ground! Try to move in a fast perpendicular line to the Hydra to avoid the projectiles it flings at you, while hammering it with TOW and cannon fire.



Destroy the Hydra, and you are given the order to return to base. Do so, and you can finally get to Lt. Riley's meeting! Quite the detour, but now you have the access you need.



Lt. Riley goes by the callsign Castle, while Colonel Rooks, his superior and your previous contact, is known as Checkmate.

More importantly, your squad is going to be assigned as Sabrina Galloway's security detail, giving you the access you need to meet her and learn more of Mercer's plans for the Green Zone.

ARMOR HANDLING

>>> From this point on, you can hijack available ground vehicles. Sweet.

Make use of this any time you feel like laying down some pain in an armored skin. Beyond simply being fun, it is also very useful, as it gives you both a source of unlimited high powered explosive ranged offense, *and* what amounts to an extra health bar.

If your ride is destroyed, Heller is simply ejected, none the worse for the wear.



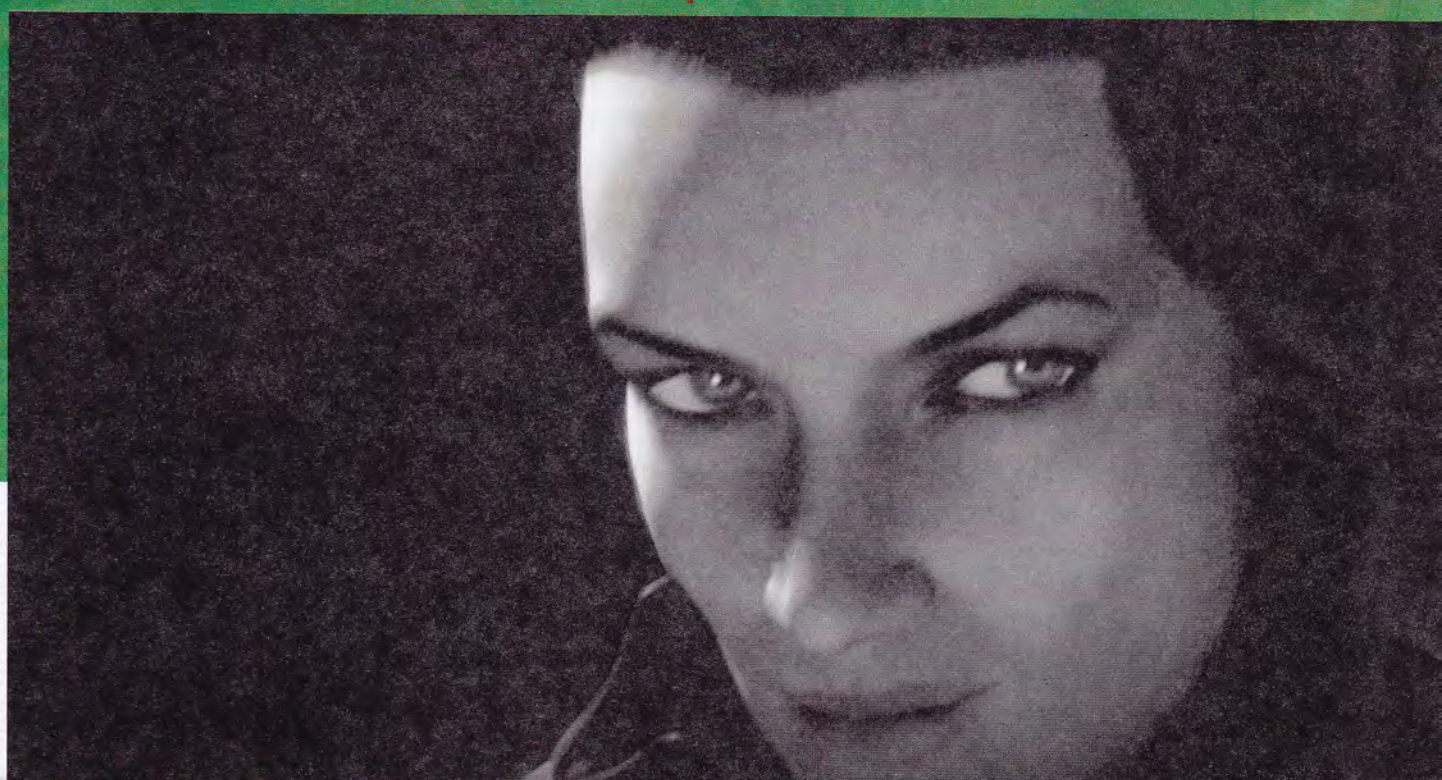
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MISSION 13A: A STRANGER AMONG US

After a long runaround, you have finally managed to contact Sabrina Galloway. She manages to negotiate a truce with Heller, in exchange for giving up the identity and location of Mercer's other Evolved in the Green Zone.

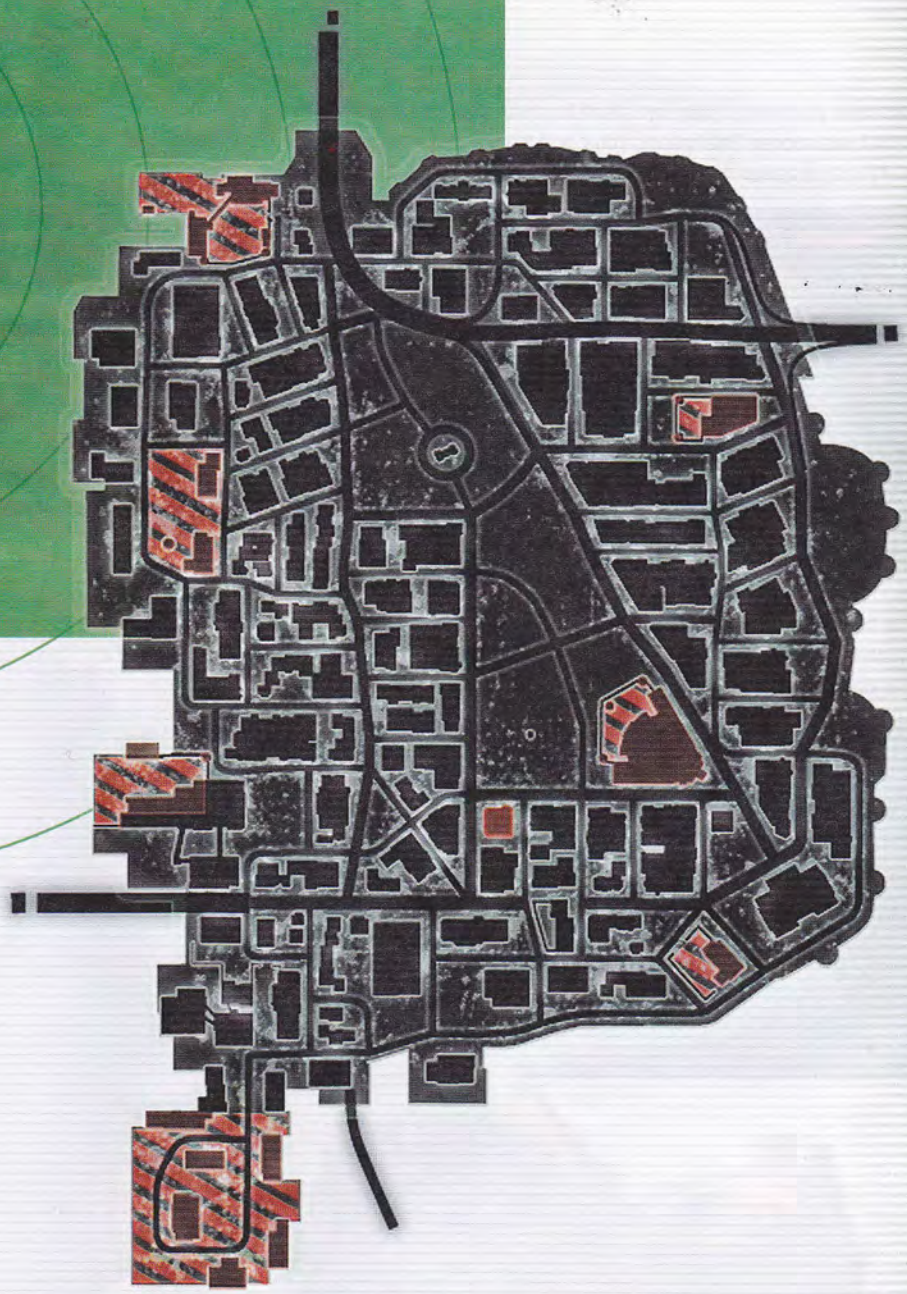
MEET SABRINA



However, there is one Evolved she cannot track, a man named Roland. He is your first target.



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PATROL THE STREETS

Roland is disguised as a Gentek VIP, one of several in a group, and a Blackwatch extraction squad is being sent to escort them.



Time for you to join the team. Follow the waypoint to the extraction squad and stealth consume one of the soldiers to become a part of the team.



Once you're embedded, follow the extraction squad down the street. Before long, a pack of Infected attack.



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Because you have to stay incognito to reach your destination, you can't break cover. This means you need to use your machine gun and basic dodges—no Blacklight powers!



Once the Infected have been dispatched, follow the squad to the next waypoint.

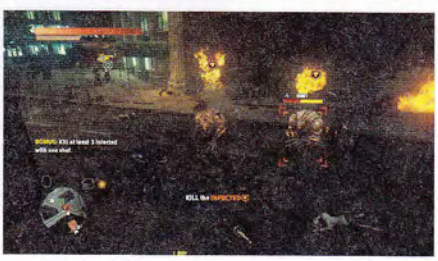


The first attack is a basic group of regular Infected. They aren't much of a threat, use this opportunity to re-acquaint yourself with gun combat if you've been melee happy recently.



DEFEAT THE INFECTED

The next attack comes in the form of several Brawlers and more Infected. Conveniently, there is a Grenade Launcher on the ground nearby. Grab it and use it to kill the Brawlers.



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BONUS: KILL AT LEAST 3 INFECTED WITH ONE SHOT.

THIS IS A LITTLE TRICKY TO PULL OFF DURING THIS ENGAGEMENT, BUT YOU CAN FINISH IT OFF LATER IN THE MISSION IF YOU DON'T NAIL IT IMMEDIATELY.

TO SCORE THE NECESSARY KILLS, GET THE INFECTED TO BUNCH UP BY DODGING OVER TO THEM QUICKLY AND WAITING UNTIL THEY CLUSTER. ONCE YOU'VE GATHERED THEM TOGETHER, FIRE A GRENADE, REMEMBERING TO TARGET THE CENTER OF ANY GROUP YOU FIRE AT.

THIS IS MORE DIFFICULT DUE TO THE PRESENCE OF THE BRAWLERS ATTEMPTING TO EAT YOU, BUT YOU CAN HANDLE A FEW HITS AS LONG AS YOU DODGE WELL.

After you down the Brawler, grab a Rocket Launcher from the street and follow the squad to their next destination.



Down the street, a rumbling warns of the imminent appearance of a Hydra. When it bursts into view, open fire with your rocket launcher!

If you run out of ammo, don't sweat; you can grab another grenade launcher from the ground nearby.



Continue to follow your squad; more Infected and Brawlers attack. Use your explosives to finish them off.



ELIMINATE THE DOUBLE HYDRA AMBUSH

The next attack is rougher—two Hydras, one at each end of the street flanking your squad.



However, there is an easy way to end this fight—some wrecked APCs and other military hardware nearby have left TOW launchers on the ground!

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Pick up the heavy artillery and unleash your fury on the Hydras; it only takes a few shots to down them. Be careful not to blast your squad as you can't make use of super jumps to get clean shots.

ROCKET PODS!

>>> As an added bonus, one of the dropped heavy weapons here is a rocket pod that you normally get from weaponizing a Helicopter.

You can't actually do this yourself until you finish The White Light, so consider this a cool preview if you haven't tackled that mission yet.

FIND ROLAND



When you finally arrive at the VIPs' location, attack them! One is Roland and you need to discover who. There's no need for subtlety here.

Almost immediately, Roland reveals himself as an Evolved—but he doesn't stick around to play. He quickly faceplants Heller and then flees the scene—you have some work to do to catch up with him.



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MISSION 14A: A NEST OF VIPERS

NEW POWERS: HAMMERFIST, BLOCK WITH SPIKES

NEW UPGRADES: HAMMERFIST 2

NEW OPPOSITION: —

TRACK ROLAND TO HIS HIDEOUT

Contacting Galloway reveals that Roland has fled to a Lair, an underground Infected hideout in the city.

Follow the waypoint to reach the Lair, and when you arrive, you spot Roland running into it.



Unfortunately, when he does so, a Hydra bursts out of the hole, blocking your access.

You need to eliminate the Hydra to get inside. Attack it directly, but expect a mix of Infected Brawlers and Blackwatch to join the party before too long.





You can take advantage of the Blackwatch presence—steal rockets, or if an APC shows up, grab a TOW. Either way, you can pound away at the Hydra from a distance in the air and avoid the messy ground fight.

Once you've defeated the Hydra, enter the Lair.

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HUNT ROLAND WITHIN THE LAIR

Roland has fled into the depths of the Lair; pursue him. When Heller next catches sight of him, he has a present waiting—a Juggernaut!



This Juggernaut is special—you can consume it! Defeat it the same way you did when facing the last one during *Feeding Time*, but be aware that this guy hits hard.



Dodge his attacks, use your new Block skill to absorb his blows, and pound on him whenever he leaves an opening. Use your Tendrils to tie him up and pound on him even more.

There are plenty of regular Infected in the room, so don't feel that you have to take him out in one shot. If you get hurt, back off, consume one of the lesser foes for health, then re-engage.

Because there are also Brawlers in the mix, this is a good time to make use of your Devastator special ability. If you haven't yet unlocked the upgrade that prevents interruption, give yourself a little distance before triggering it. Use it to clear the area and inflict some bonus damage on the Juggernaut.



Once the Juggernaut is sufficiently weakened, consume it! Doing so earns Heller the Hammerfist, a new melee Power.

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NAIL ON THE HEAD

>>> The Hammerfist is a *slow* but powerful melee weapon. This attack is ideal against heavy armor or slow moving enemies. Its special attack, on the ground or in the air, is perfect for clearing out crowds of weaker enemies.

The basic attack is slow and strong, while the power attack on the ground sends out a wave of ground spikes to impale anyone in a line in front of you.

BONUS: DEFEAT 30 INFECTED WITH THE HAMMERFIST

CONSIDER THIS A FREE REWARD FOR DEFEATING THE JUGGERNAUT. TO EARN THIS BONUS LAY WASTE TO THE REMAINING INFECTED IN THE ROOM AND NEARBY HALLS BEFORE YOU GO AFTER ROLAND.



PURSUE ROLAND...AGAIN

Roland just won't stay still. He flees the Lair, forcing you into another pursuit.

Follow him out. When you emerge, a huge Blackwatch squad is waiting for you. Time to test out a new special move with your Hammerfist! Leap into the air and hold the Attack button to come down with crushing force, sending spikes out in a cone in front of you.



With the squad dealt with, you have a new problem—Tanks! Roland has commandeered one of the tanks, but you have to destroy them all to flush him out.

Thankfully your new weaponry is ideal for the job.



BONUS: DESTROY THE TANKS USING THE HAMMERFIST

USING AIR SMASHES IS THE EASIEST WAY TO DO THIS. THE TANKS CAN'T REALLY RETALIATE AGAINST YOU WHILE YOU'RE UP IN THE AIR, NOR CAN THE OTHER BLACKWATCH SOLDIERS NEARBY.

BLOCK ANY ROCKETS SENT YOUR WAY, SUPER JUMP UP, THEN COME CRASHING DOWN WITH POWER ATTACKS FROM THE HAMMERFIST ATOP THE TANKS UNTIL YOU DESTROY THEM.



Pound the tanks to scrap with your Hammerfists, and you can *finally* engage Roland when he pops out!

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DEFEAT ROLAND

Roland is an Evolved, and he fights in the same style as Dr. Koenig: fast moving, agile, and attacking with strong melee strikes.



Use dodges and blocks to evade or blunt his assault, and counterattack when possible. Note that your Hammerfist is *not* the best weapon to use against him, though you can certainly use aerial pounds to deal some safe damage.



It's better to tackle him with your Claws and a bit of Tendril usage, so swap powers around to take him down more easily.



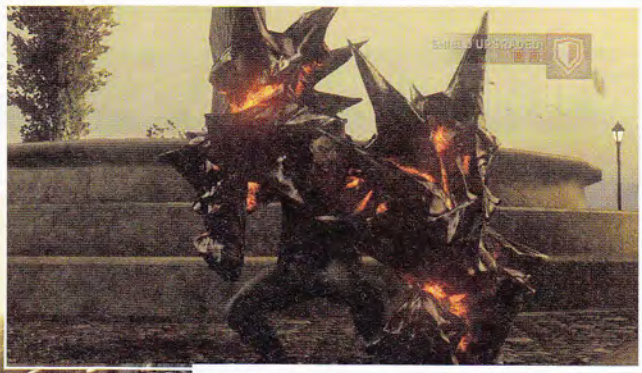
The Blackwatch presence in the area is often a nuisance, as Orion supersoldiers and other troops may attack while you are battling Roland.



If they do, either dispatch them directly, use Devastator to get some breathing room, or simply ignore them and focus on Roland. Your only mission objective here is the defeat and consumption of Roland, so you don't need to waste time on the Blackwatch opposition unless they're really getting in your way.



Once Roland is battered and weak, consume him. Doing so reveals more of Mercer's plans, and you unlock an upgrade for your Shield—Shield Spikes!



SHIELD SPIKES

>>> The spikes add bonus damage to your shield blocks whenever you block enemy melee attacks.

This makes them even more effective against strong melee opposition such as Orion supersoldiers, Brawlers, and the Evolved.

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MISSION 13B: THE WHITE LIGHT

NEW POWERS: BLADE, WEAPONIZE AIR

NEW UPGRADES: BLADE 2

NEW OPPOSITION: —

UNCOVER THE WHITELIGHT

As the mission begins, Father Guerra directs you to a Commander Gallagher, the Blackwatch commander in charge of the Whitelight deployment.

HUNT COMMANDER GALLAGHER

You need to Hunt Gallagher. Get some altitude on a nearby rooftop, send out a hunting ping and track him down.





Gallagher is located in a nearby Blackwatch base. You *can* go for the stealthy approach, but it's not worth your time in this instance.



Use the brute force grab and try to consume him. When you do, Gallagher easily repels your attempt, sprouting Evolved Blade arms! He then flees the base. Set out in pursuit!

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PURSUE GALLAGHER

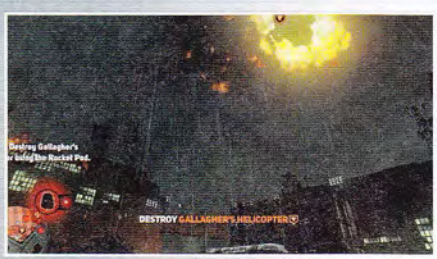
As you chase him, Blackwatch comms alert all nearby forces of the twin Infected on the move, meaning you and Gallagher of course.

Once you finally catch up with Gallagher, he stops to confront you, but not before seeking an advantage in the form of a gunship!



BONUS: DESTROY GALLAGHER'S HELICOPTER USING THE ROCKET POD.

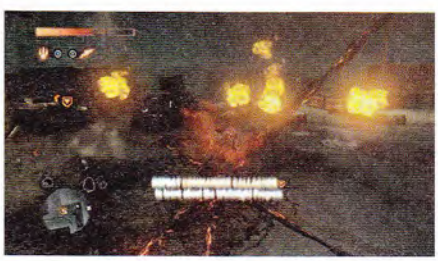
EASILY DONE! HOP ON THE CHOPPER AND RIP THE POD OFF BEFORE ENGAGING.



DISMANTLING AIR POWER

This serves as your introduction for your ability to weaponize enemy helicopters. Jump onto the chopper, then mash Attack to tear off the side mounted rocket pod.

Once freed, lock on to Gallagher's ride and open fire! It only takes a few shots to blast him out of the sky. The chopper crashes, but Gallagher emerges unharmed and angry.



DEFEAT AND CONSUME GALLAGHER

Now you need to take him out on foot. Your Claws work well. Wait for Gallagher to attempt an attack, dodge over his head, then tear him up from behind.



When you're waiting for a rush from him, feel free to toss any nearby heavy objects at his face, or peg him with Tendrils.



Once you've drained Gallagher's health, consume him. Devouring Gallagher awards you his Blade mutation!



BLADE

>>> The Blade arm mutation is a powerful slicing attack, capable of carving up normal infantry and Infected with ease.

From the air, it performs a devastating slice onto any locked target, and if a heavy attack is used on the ground, a spinning Tornado slash cuts up any nearby foes.

For the most part, you can use Blade to replace your Claws, though the Claws retain a speed advantage, which is useful in some situations.

After you successfully assimilate the Blade, a squad of Blackwatch shows up...just in time for you to test out your new Tornado slice. Hold down the Attack button to devastate the squad.

With the squad eliminated, hightail it out of the area to clear the Alert status and complete this mission.



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Guerra has uncovered more information about the Whitelight project. Dr. Koenig's research team is being brought to the Green Zone, and a meeting called by Colonel Rooks and Lt. Riley is the perfect opportunity to get to that team before they can make any progress.

MISSION 14B: TAKING THE CASTLE

NEW POWERS: —

NEW UPGRADES: —

NEW OPPOSITION: —

INFILTRATE THE MEETING

Switch to a military disguise and head to the meeting waypoint. Inside, you get a quick briefing from your COs. Your squad is being sent to protect Dr. Koenig's team.



CONSUME THE SCIENTISTS

Once you're out of the meeting, quickly head to the waypoint at Gentek's R&D building. A group of Gentek scientists waits at the top of the building. Consume them all!

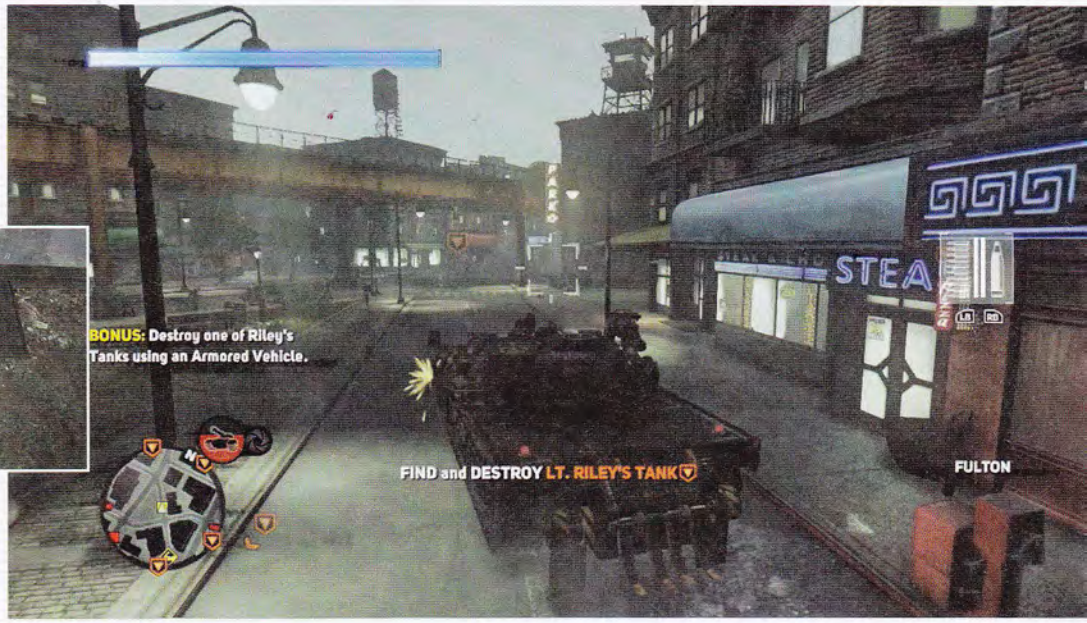


Once the scientists are gone, an alert goes out on the Blackwatch communications net; they are aware of your presence.

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Lt. Riley is dispatched with a killteam including his own tank, Orion supersoldiers, and more Blackwatch backup.





At this point, Heller has a short conversation with Father Guerra and decides that Lt. Riley has more use as a second skin than as a commanding officer…

DESTROY LT. RILEY'S TANK

One of the tanks in the vicinity is Lt. Riley's, to find it you need to destroy them all.



Whatever method you choose, you need to eliminate all of the tanks in the area to uncover Lt. Riley. You may luck out and locate his tank early, but if not, simply continue to destroy them until he emerges from his tank. When he does, consume him!





BONUS: DESTROY ONE OF RILEY'S TANKS USING AN ARMORED VEHICLE

THIS IS A GREAT CHANCE TO EXPERIMENT WITH YOUR ABILITY TO DRIVE GROUND VEHICLES. HIJACK ONE OF THE TANKS FOR YOUR OWN USE AND SEEK AND DESTROY ONE OF THE OTHERS.

YOU ONLY NEED TO WIPE OUT ONE TANK WHILE DRIVING AN ARMORED VEHICLE, BUT WHY STOP AT ONE? GO ON AN ARMORED RAMPAGE AND TAKE AS MANY OUT AS YOU CAN. THE TANKS DO QUITE WELL AT BLASTING EACH OTHER'S ARMOR!



You can tackle the tanks with your own powers, or you can use your ability to drive vehicles to blast them with their own firepower, *or* you can tear off their weapons and use those to destroy them.

ESCAPE THE ALERT

Once you have Lt. Riley's form, flee the area to break the Alert. Soon after, you hear from Rooks; he wants you to travel to a secure location and contact him. Sure thing boss!



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MISSION 15B: A MAZE OF BLOOD

NEW POWERS: BIO-BOMB

NEW UPGRADES: BIO-BOMB 2

NEW OPPOSITION: —

The Gentek Whitelight program has been infiltrated by Mercer's Evolved—specifically Dr. Archer. But Archer vanished when Heller went after Dr. Koenig's team, so now Heller is trying to track down Archer with the aid of Rooks.

TRACK DR. GUTIERREZ

Rooks reveals the location of one of Archer's associates. Follow the waypoint to reach the coordinates of his last known location.



When you arrive, all that's present is a group of Blackwatch guards—but one of them notices you, and then does something very strange indeed.



He stabs another of the guards, and moments later, the guard literally explodes with a distinctive Blacklight virus biomass residue. Gross.

He also uses the chaos to escape Heller's watchful eye. This bio-bomber may have more information; you need to track him down.

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HUNT THE BIO-BOMBER

Use your Hunt skill to locate him. The bio-bomber has fled a good distance away, so find a tall building and search out his position. Once you've got a lock, start gliding to reach him.



When you arrive, attempt to grab him. Doing so immediately reveals him as an Evolved, as he counter-attacks Heller and readies his blade arms.

Now you have a fight on your hands. The bio-bomber provides a standard Evolved fight. Use your block and dodge to blunt his attacks and take him down.





When he weakens, he tries to flee the scene—don't let him escape!

Chase after him through the city until he stops running, then resume the fight. Once he is weak enough and stunned, consume him!

PURSUE ARCHER

The consumption of the bio-bomber reveals Dr. Archer's contact in the nearby Base Adams. Make your way over there.



When you arrive, you need to lure Archer's contact out of hiding—how better than a human bomb?





Approach the base commander in military disguise and tap Grab. Doing so automatically triggers the bio-bomb ability, and he explodes messily.

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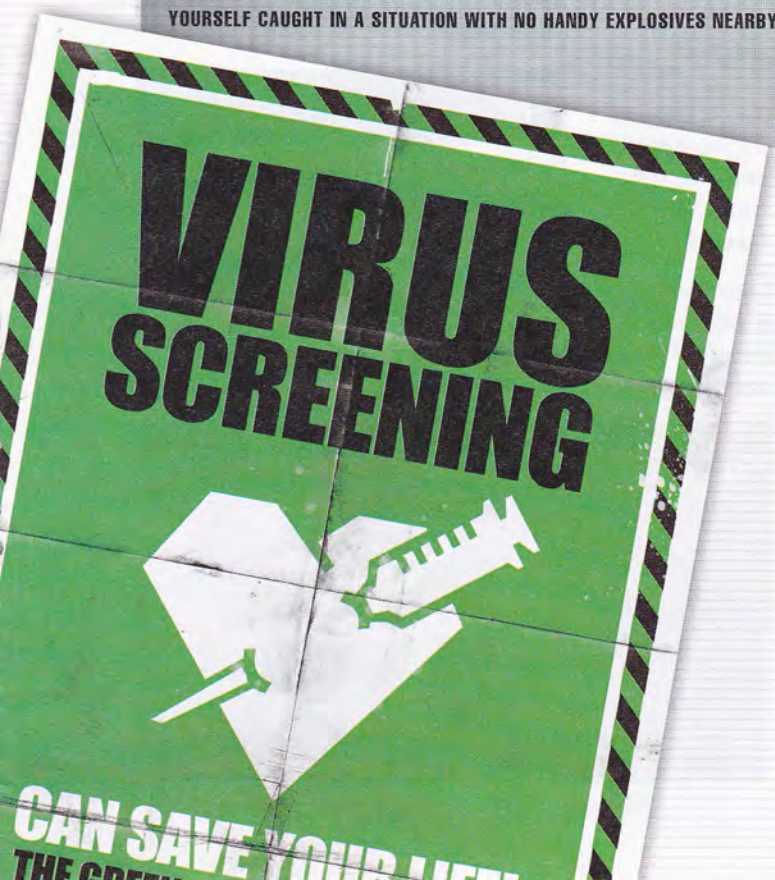
When he does, Archer's contact reveals himself as another Evolved in Blackwatch clothing. Time to take him out.

BONUS: DAMAGE ARCHER'S CONTACT WITH A BIO-BOMB GRENADE

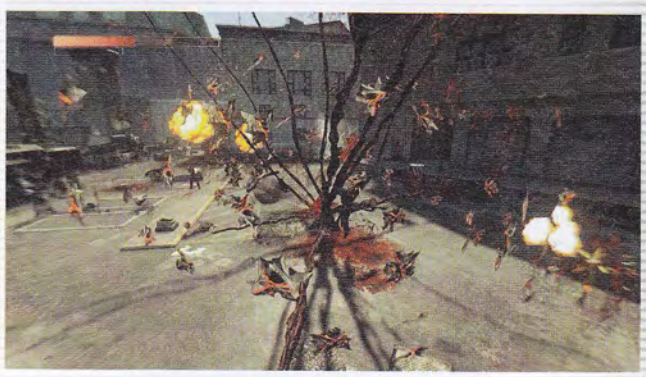
HIT GRAB TO PICK UP A HUMAN OR INFECTED, THEN TAP ATTACK TO PRIME YOUR BIOLOGICAL BOMB. NOW THROW IT USING GRAB AGAIN WHILE LOCKED ONTO THE EVOLVED TO SCORE THIS BONUS.

MOSTLY THIS IS JUST A QUICK LESSON ON HOW TO USE BIO-BOMB GRENADES IN THE FUTURE. THEY ALLOW YOU TO TURN NORMAL HUMAN OR INFECTED ENEMIES INTO MAKESHIFT EXPLOSIVES, SHOULD YOU FIND YOURSELF CAUGHT IN A SITUATION WITH NO HANDY EXPLOSIVES NEARBY.





Once you've pulled off the bonus objective, there's no need to hold back. Lay into the Evolved and consume him.

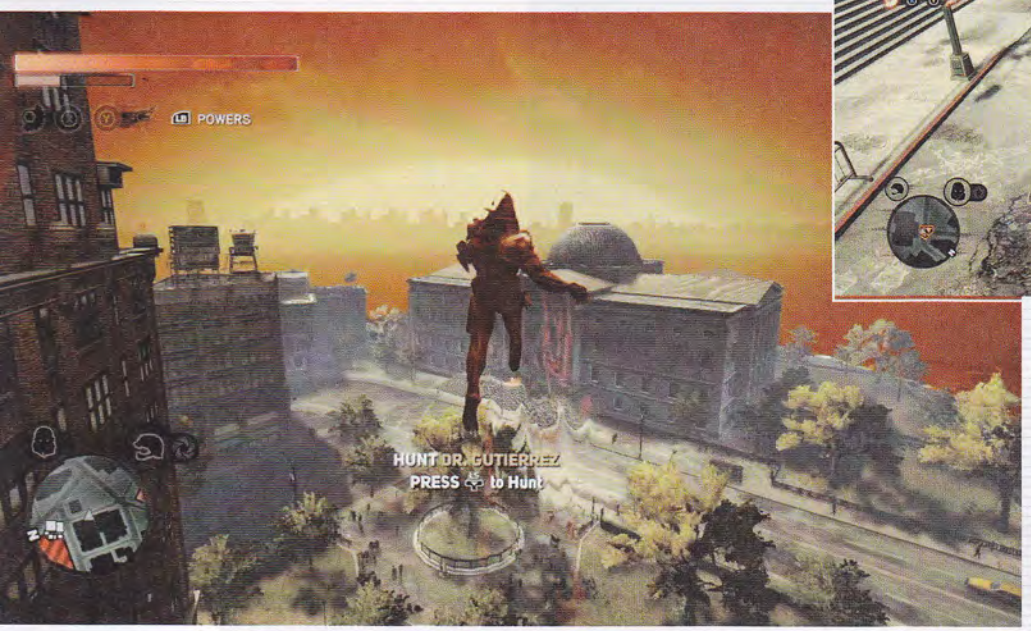


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FIND DR. GUTIERREZ

At this point, Heller is starting to get frustrated. Exit the Alert and you are given the ability to Hunt Dr. Gutierrez directly.

Get out in the open or climb a nearby building and trigger Hunt to locate his position, then glide over to reach him.



When you arrive, Gutierrez seems entirely unsurprised to see Heller, and he's prepared—two more Evolved leap down to come to his defense.

You're now in a fight with three Evolved, and though your primary goal here is to defeat Dr. Gutierrez and consume him, you also need to defeat his guards.



You can handle this fight in any number of ways, but a direct approach works just fine. Make heavy use of blocking, dodging, and high jumping to avoid incoming damage.



When you see an opening, strike with Claws or use Tendrils to tie down the Evolved and score some extra damage. You can also use the Hammerfist air slam to score area damage on all three of the Evolved.



Don't hesitate to use Devastator here as well; there's no reason to save it.



Once Gutierrez is staggered, consume him! You can *finally* track down the elusive Dr. Archer and get to the heart of Mercer's plans for the Whitelight...



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MISSION 16B: ALPHA WOLF

NEW POWERS: PACK LEADER

NEW UPGRADES: PACK LEADER 2

NEW OPPOSITION: —

HEAD TO ARCHER'S RESEARCH FACILITY

A quick discussion with Rooks gives you the current location of Dr. Archer at a Gentek research base nearby.

Glide over to the base. When you arrive, there's a lone scientist wandering around marked with a . Consume him to gain access to Archer's research facility.



INVESTIGATE THE FACILITY

Within, there are numerous chemical storage tanks guarded by Blackwatch goons. You need to destroy these storage tanks to get Dr. Archer to come out.





Be careful in here, if you aren't wearing a masked form, you take damage from the fumes when the tanks are destroyed.

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BONUS: USE STEALTH BIO-BOMB TWICE

STAY INCOGNITO, AND USE HUNT PINGS TO TRACK DOWN ANY UNMONITORED GUARDS OR SCIENTISTS, THEN GRAB AND STAB THEM TO "LIGHT THE FUSE."

AFTER YOU SCORE THIS BONUS, YOU CAN GO AFTER THE TANKS MORE AGGRESSIVELY.

Destroy the storage tanks. You can use Devastator to nuke them quickly if you wish, or simply break them down with basic melee attacks without losing your disguise if you want to avoid poison damage.



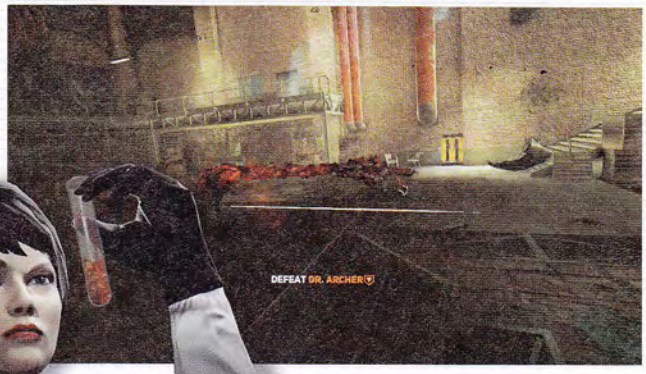
BATTLE DR. ARCHER

When you've ruptured all the tanks, Dr. Archer finally emerges and reveals herself as Evolved. Time to end this hunt!

Archer is a *tough* evolved. Plan for an extended fight and wear her down with constant barrages of combo hits between dodging or blocking her counter-attacks.



Save your Devastator if possible. Part way through the fight, the Evolved Archer reveals a new trick—she summons a pair of loyal Brawlers to her side!



You must defeat the pair of Brawlers before Archer shows herself again. Other than the surprise of her summoning and, apparently, controlling them, they're completely standard Brawlers, so you should be comfortable slicing them to pieces with your Blade or Claws.



Once you've defeated the two Brawlers, Archer returns to the fray for another round. Continue the pressure, and when her health drops another chunk, she summons *four* Brawlers.

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Again, you have to defeat them all. Tie them up with Tendrils and cut them apart with your Blade, using your Shield to soak up any attempt to overwhelm you. Leap away if they pressure you too heavily.





When two of the Brawlers go down, Archer rejoins the fight. Finish her! When she's low enough on health, consume her, learning more of Mercer's plans for the Whitelight.

LEAD THE PACK

Consuming Archer also grants you her Pack Leader ability—now *you* can summon friendly Brawlers by using your Mass bar!

PACK LEADER

>>>

Pack Leader is a very powerful ability, much stronger than Devastator in a lot of ways, because it gives extra targets for enemies to deal with—plus they're just plain strong in a fight!

Brawlers can be summoned anywhere in the game with a full Mass bar, and they automatically attack any enemies in the area.

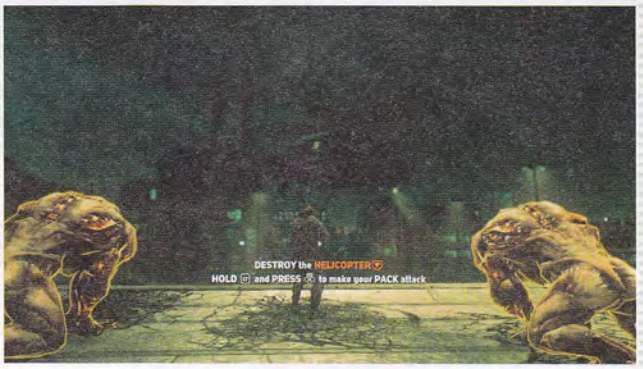
In addition, you can target them at specific opponents to assist you against more difficult enemies. They are agile enough to leap and attack low flying helicopters as well!

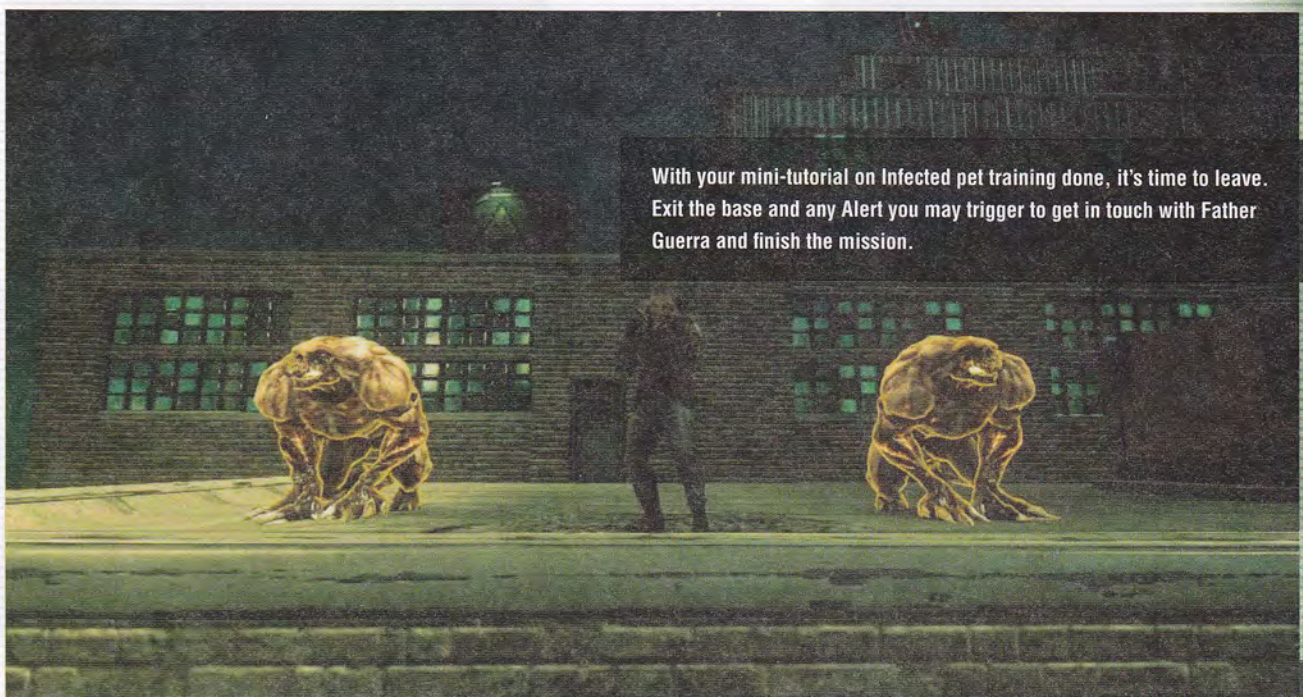
When you emerge from the facility, a Blackwatch squad is waiting for you. Summon your Brawlers by holding Attack and Jump. They arrive and chew up the squad with ease.



When the Brawlers leap back up to you, a helicopter comes down into range—target it with a lock-on, then sic your pets on the chopper by pressing the analog stick.

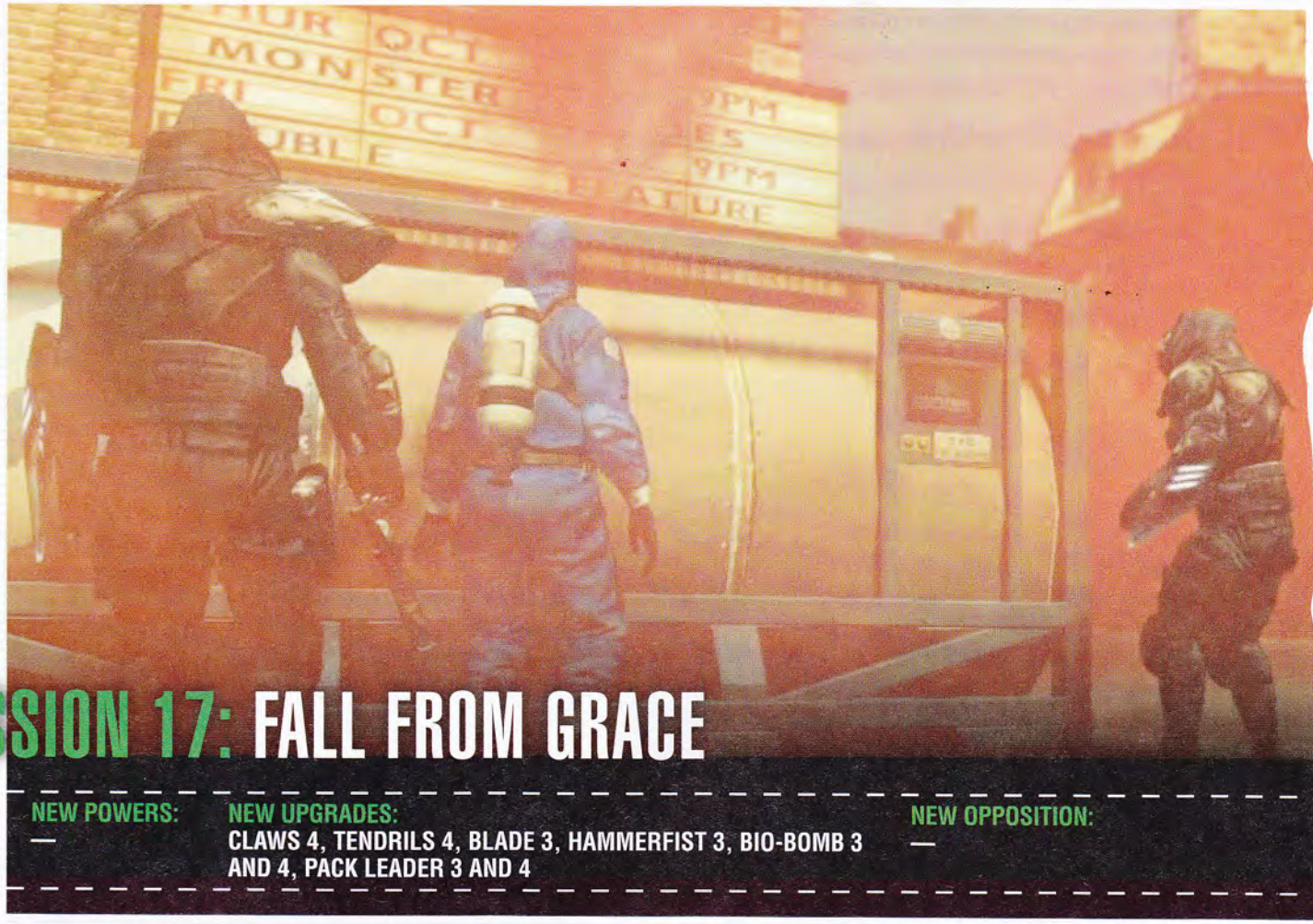
Finally, hold the Target Lock, Attack, and Jump buttons to order your Brawlers to leave the area.





With your mini-tutorial on Infected pet training done, it's time to leave. Exit the base and any Alert you may trigger to get in touch with Father Guerra and finish the mission.

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MISSION 17: FALL FROM GRACE

NEW POWERS:
—

NEW UPGRADES:
CLAWS 4, TENDRILS 4, BLADE 3, HAMMERFIST 3, BIO-BOMB 3 AND 4, PACK LEADER 3 AND 4

NEW OPPOSITION:
—

UNLEASH THE WHITELIGHT

Mercer has tampered with the Whitelight supply. It's time to discover exactly what his tampering has done, with a calculated limited release on your friendly Blackwatch buddies.



Heller begins the mission by heading to a Whitelight distribution site and impersonating a Blackwatch commander. He orders an immediate test release of the Whitelight.



One of the soldiers quickly complies, and the result? The Whitelight instantly infects the soldiers, transforming them into Evolved! Now you have to deal with the results of Heller's methods...

DEFEAT THE EVOLVED SOLDIERS

BONUS: SUMMON YOUR BRAWLER PACK TO HELP FIGHT THE EVOLVED

EASILY DONE, AND A SMART MOVE BESIDES. YOUR BRAWLERS ARE A GREAT HELP WHEN BATTLING EVOLVED (OR ANY TOUGH FOE), AS THEY DRAW ATTENTION AWAY FROM YOU AND DEAL SOLID DAMAGE AS WELL.

Quickly summon your Brawler pack and unleash them on the Evolved. With their attention distracted, pick them apart with ease.



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Make use of Tendrils to tie them down, then dice them up with Claws or Blades.

When the Evolved go down, Father Guerra contacts Heller, warning him of the Whitelight stockpile. You need to get there before it can be released.





Quickly follow the waypoint. When you arrive at the depot, Mercer also arrives, and he isn't the least bit pleased with your efforts to disrupt his plans for the release of the Whitelight.

The results of the…conversation are inconclusive.



DEFEAT THE GOLIATH



You now have a much more immediate problem than Mercer. A massive Infected beast is stomping through the Green Zone towards the Whitelight depot.



This Goliath is the largest, most lethal form of the bestial Infected. It is too large and too tough to be taken down with conventional weaponry—you're going to have to take it apart with Heller's Blacklight gifts, one piece at a time.

The Goliath is stomping towards the Whitelight depot, but when you get into range, it turns its rage towards you. To some extent, the Blackwatch soldiers nearby are your allies in this fight, insofar as they're more concerned with the three story tall monster than they are with Heller, whatever his powers.



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The Goliath has a massive, mutated left arm that it uses as a crushing club, and a huge spike for a right arm. Watch for the Goliath to swing its club at you and make a high jump to escape. Don't mess around with trying to dodge, just get out of the way.





The Goliath may also occasionally plants its larger arm and charge you, using its club as a ram. Again, high jump away from it, using any nearby building to escape quickly.



When the Goliath stumbles to the ground and presents its face to you, don't miss the opportunity. Lunge in and cut as fast as you possibly can with Claws or Blades.



Doing so causes the Goliath to reel back, exposing one of its legs. Charge and cut it off!

This doesn't kill it, though it certainly makes the beast angrier. Now it begins to waddle around on the ground, occasionally swinging its spiked arm in an attempt to impale you.





Dodge the attack and the Goliath's claw gets stuck in the ground—attack it! With the claw removed, the creature is now severely crippled—but still deadly.



The Goliath now begins to launch itself into the air and come slamming down with lethal crushing force. Stay locked onto it so you can watch its position, and *get out of the way*. You don't want to be anywhere on the ground nearby when it lands.

However, after it lands, quickly jump and glide to attack its head. It should take two cycles of this pattern to finish the Goliath, but it can take more if you're slow about getting in when the Goliath is stunned. Glide in as soon as the Goliath smashes the ground!



When you finally tear down the last of the Goliath's health bar, the Goliath's *head* gets torn off as well. The threat to the Whitelight facility is gone, for now.

RETURN TO FATHER GUERRA

A panicked call from Father Guerra is a more immediate emergency—follow the waypoint back to his hideout to investigate and finish the mission!



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MISSION 18: THE DESCENT/PREDATOR AND PREY

NEW POWERS: PILOT HELICOPTER

NEW UPGRADES: RIFLES 3, LAUNCHERS 3

NEW OPPOSITION: —

At the end of the previous mission, Heller acquires information on the identity of Guerra's contact in the Red Zone.

Heller now needs to get to the Red Zone and contact her, as she says she has information that Heller's very interested in! Similar to the Airbridge mission, this is literally a "bridging" mission that connects you to the Red Zone.



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RAPID PILOT TRAINING

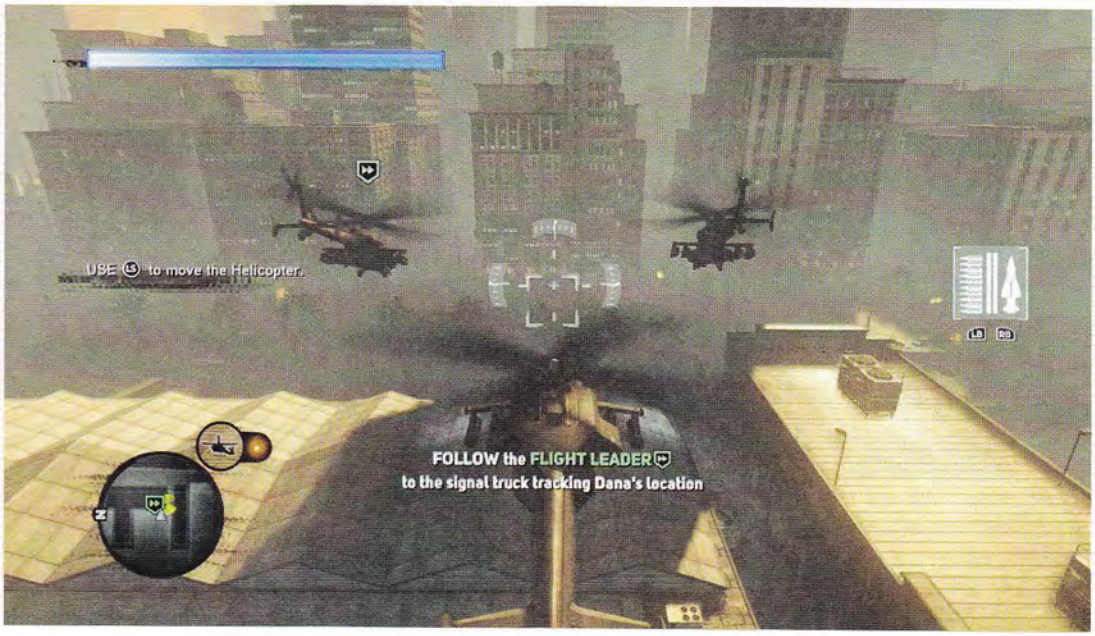
It's time to learn to fly! Follow the waypoint to the Blackwatch Base helipad. When you arrive, consume the Helicopter pilot.

You can pull this off stealthily if you use your Hunt pings to pick off the guards on the rooftop, or you can brute force it and then flee and return, your choice.

Once you have the right disguise (and the attendant skills that come with it), head for the helicopter waypoint to board the chopper.

HIGH TIME

After a quick fade to black, you arrive in the Red Zone, piloting the helicopter!



You're part of a squad of choppers that have been sent to guard a signal truck—a signal truck tracking Dana's location.

However, before you worry about that situation, this is your chance to get accustomed to the flight controls. Follow your patrol to the signal truck's location and use the time in the air without any hostiles to get comfortable.

HELICOPTER PILOTING

>>> From this point on, you can hijack helicopters! Sweet!

Helicopters are very fun to fly, and useful both against enemies on the ground and in the air.

Outside of a few missions, you don't *need* to use them, but any time Blackwatch decides to ruin your day with a Strike Team or brings along chopper support, feel free to snatch a ride and go to town with your airborne weaponry.

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DEFEND THE TELEMETRY TRUCK

When you arrive, the truck is under attack by Infected while it struggles to pinpoint the location of Dana Mercer.

Your job is now to defend it until it has the location. Prioritize targets that are getting closer to the truck, while bombarding all Infected in the area with your machineguns and rockets.

Just like the ground based vehicles, you have infinite ammunition; you simply have to reload occasionally. Don't be stingy; unload constantly!



BONUS: SHOOT DOWN THROWN OBJECTS TWICE

WHEN A JUGGERNAUT OR HYDRA DECIDES TO FLING DEBRIS AT YOU (OR EVEN NEAR YOU), YOU CAN FIRE THE HELICOPTER'S POINT DEFENSE ROCKETS TO INTERCEPT IT.

WHEN YOU SEE THE ONSCREEN PROMPT APPEAR, SIMPLY TAP THE SECONDARY ATTACK BUTTON, AND ANY INCOMING PROJECTILE IS INSTANTLY VAPORIZED.

CONSIDER THIS BONUS A TRAINING TIP WITH SOME FREE EXPERIENCE ATTACHED.

After you have dealt with the waves of normal Infected enemies, a truly serious threat appears. Another Goliath arrives on the scene!



This beast is far too powerful to stop before it destroys the truck. Quickly land by the truck and pick up the engineer! Lift off and head for the nearby Blackwatch base. You need to deliver the engineer so he can decrypt Dana's location.



RETURN TO BASE AND MEET DANA

Fly the engineer back to the Blackwatch base and land—after a few moments, he has Dana's location. Set off in the air again and head for the waypoint marking Dana's position.

When you arrive, Heller contacts Dana directly and warns her of Blackwatch's impending arrival.

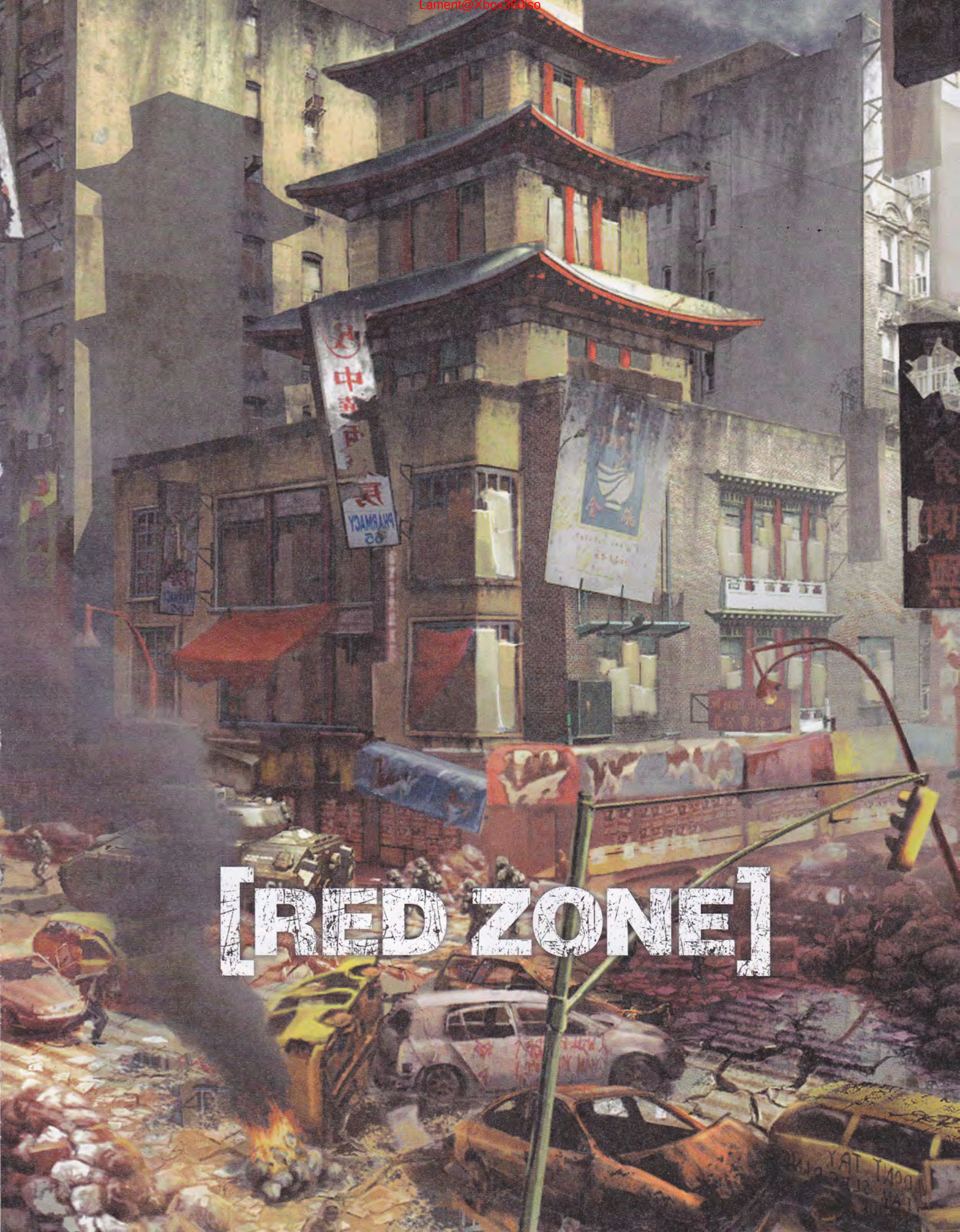
Your initial contact with Dana is secure, you have arrived in the Red Zone, *and* you know how to pilot Helicopters for the missions to come. Well done, and this mission is complete.



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MISSION 19: BURNED FROM MEMORY

Dana has a startling revelation for Heller. His daughter is alive and is being held by Blackwatch somewhere in the Red Zone.

Heller reluctantly agrees to let Dana look for his daughter, while he deals with the threat from Mercer.



REACH THE BLACKWATCH FACILITY

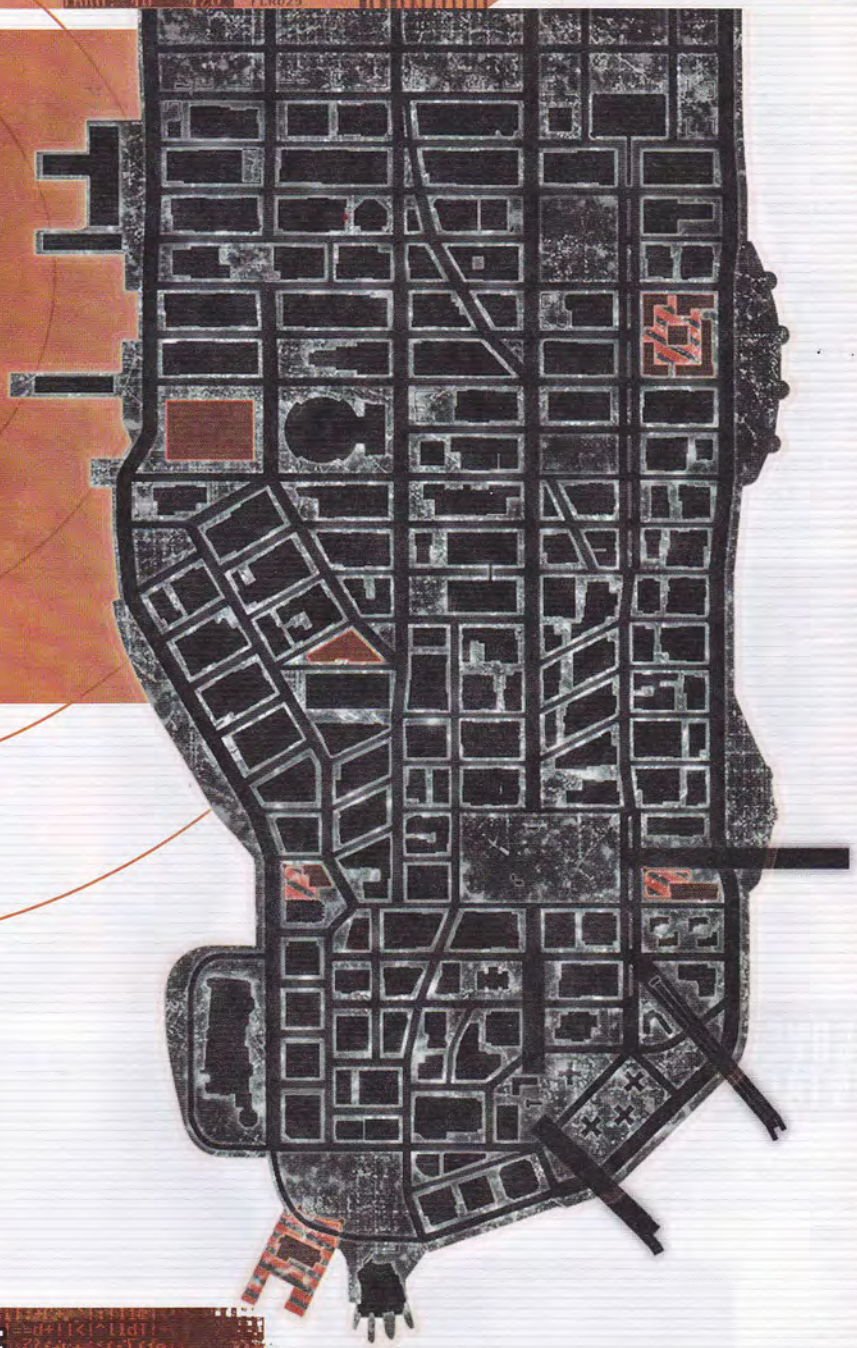
When you regain control, Dana advises you to investigate a disturbance at a nearby Blackwatch base.



Head to the waypoint—when you arrive, you see that chaos has erupted. Mercer's Infected are sieging the facility where Blackwatch is disposing of the Whitelight supplies in incinerators. They have realized the threat the Whitelight poses, and they mean to remove it.



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DEFEND THE BASE

In an odd turn of events, you find yourself fighting alongside Blackwatch—you aren't exactly allies, but in this case, necessity makes for strange bedfellows.

Drop down into the base and grab a canister of Whitelight, then move to the incinerator and drop it in to dispose of it.



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When you're done, turn your attention to the nearby Infected and wipe them out!



This is a *large* brawl with Infected, though you do have Orion supersoldiers and other Blackwatch assets on your side, as long as you're careful not to outright attack them.

Call in your Brawler Pack immediately to aid in the battle, and make a point of consuming enough biomass to refill your Mass bar before the fight is concluded.



RECOVER THE WHITELIGHT CONTAINERS

When you and your erstwhile foes have repelled the first Infected assault, another problem arises. A transport truck containing another large shipment of Whitelight containers is ambushed by Infected on the street, and spills its containers all over the area.



You have to get those containers back to the incinerator!



BONUS: SUMMON YOUR BRAWLER PACK TO HELP

EASILY DONE, AS LONG AS YOU REFILLED YOUR MASS BAR DURING THE MELEE, YOU SHOULD HAVE ENOUGH MASS TO SUMMON THEM IMMEDIATELY.

IF NOT, REFILL USING ANY NEARBY INFECTED AND THEN BRING IN YOUR OWN BRAWLERS TO CREATE A DISTRACTION WHILE YOU WORRY ABOUT THE CONTAINERS.

There are *three* Whitelight containers. You can pick up each one and must carry it back to the incinerator *without* gliding. You can, however, make full use of your high jumping and ability to run on the side of buildings.





There are all forms of Infected infesting the streets, but there's no need to engage with any of them—use evasion here, not brute force.



Hustle and retrieve all three, then dump them in the incinerator to head off this threat before the Whitelight can spill and reach the atmosphere.



Once you've disposed of the Whitelight, exit the Alert area to finish the mission!

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MISSION 20: LAST RESORT

NEW POWERS: WHIPFIST

NEW UPGRADES: BLADE 4, HAMMERFIST 4, WHIPFIST 2-4, BIO-BOMB 5, PACK LEADER 5

NEW OPPOSITION: —

FULL POWER

>>> At this point in the story, once you finish this mission, *all* unlocks, powers, and side missions are available.

If you want to take a detour to finish maxing out Heller, this is the time to do it.

Note that *Prototype 2* has a New Game+ mode, so it is well worth hunting down all of his upgrades if you want to replay the story from the beginning with everything unlocked!

Galloway has intel on a Blackwatch operation—a major Blackwatch operation. You need to get more information on this plan.

When the mission begins, Heller hears Commander Cantrell over the Blacknet communication network. He's located at a nearby Blackwatch base, and he has requested a full lockdown and additional armor support to protect the base while they discuss "Operation Firehawk."

END THE LOCKDOWN AT CANTRELL'S BASE

Head to the base. When you arrive, Heller's straightforward nature comes to the fore again. His plan is simple. Just as he ended a lockdown on another Blackwatch base, he simply wants to smash the fuel storage tanks to get Cantrell out of the base.





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BONUS: DESTROY THE FUEL STORAGE TANKS WITH EXPLOSIVE WEAPONS

GRAB A ROCKET LAUNCHER OR GRENADE LAUNCHER FROM AN OBLIGING BLACKWATCH SOLDIER, BLAST AS MANY OF THE TANKS AS POSSIBLE, THEN GRAB A "REFILL" FROM ANOTHER SOLDIER UNTIL YOU'VE DESTROYED ALL THE TANKS.

DON'T USE DEVASTATOR OR BRAWLER PACK UNTIL AFTER YOU'VE DESTROYED THE TANKS; THEY CAN ACCIDENTALLY BLOW THEM UP.



Destroying the fuel tanks is simple enough...except for the small army of Blackwatch soldiers on the base opposing your intrusion.

Stay nimble if you're going for the bonus here. Dodge constantly while pounding away at the fuel tanks, and remember you can always disengage and heal up with some consumption if necessary. Don't feel pressured to rush, even though you're under heavy fire, there's no time limit here.

Once you've destroyed the tanks, Cantrell still refuses to emerge, so you're going to have to remove any choice he has—eliminate *all* of the Blackwatch forces guarding the Commander.







There are all types of Blackwatch troops here, including Orion supersoldiers, but by this point you should be adept at combating them. Bring in the Brawler Pack to aid you and take them down.

PURSUE COMMANDER CANTRELL

Cantrell flees the base in an evac helicopter, but as he does so, the last form of Infected show up—mutated Flyers. They quickly attack and damage his helicopter, causing it to crash-land nearby.





You can't have the Infected killing Cantrell before you learn what you need to know about Project Firehawk!

Quickly reach the wreck site and defend the helicopter from the waves of incoming Infected.





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When you wipe out enough Brawlers, a new Evolved shows up, armed with the final Power mutation you can acquire—the Whipfist.



Despite her unusual weapon, she is otherwise the same fight as the other Evolved—dodge and block her attacks while taking her health down with Claws or Blades.



Once she is sufficiently weakened, consume her to acquire the Whipfist!



BONUS: DEFEAT 20 INFECTED WITH THE WHIPFIST

THIS IS A RELATIVELY SIMPLE BONUS TO EARN. USE THE WHIPFIST TO DESTROY NEARBY BASIC INFECTED. THIS GIVES YOU THE OPPORTUNITY TO TEST OUT THE FEEL OF THE WHIPFIST.

WHIPFIST

>>>

The Whipfist is an ideal weapon for quickly dispatching large crowds of weak enemies with its basic attack, a sweeping swing that cleaves through low tier Infected and Blackwatch soldiers with ease.

The Whipfist's power attack is a directed long-range strike, perfect for dealing damage to helicopters, or single tough enemies at a distance.

Note that the Whipfist shares the ability to damage large groups with the Hammerfist's power attacks, but unlike the Hammerfist, the Whipfist is fairly quick to use, and its basic attacks are ideal for clearing an area.

After earning the bonus, destroy the two evac helicopters. With this done, Cantrell *finally* emerges from the chopper. Consume him to acquire the necessary information about Blackwatch's plans.

Project Firehawk is a last resort option—Blackwatch plans to firebomb the city to eliminate the infection!

As this mission concludes, Colonel Rooks contacts "Riley" (Heller at this point, of course). You can find out what he wants in mission *21B: Divine Intervention*.



PREVENT CANTRELL'S ESCAPE

Another evac chopper arrives on the scene. You're going to use it as a Whipfist tutorial. Hold the Attack button to perform a long-range strike with the Whipfist, instantly destroying the helicopter!



The first one is a freebie, but two more are en route, and they're a bit sturdier. You need to destroy them as well to stop Cantrell from getting away.

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MISSION 21A: FLY IN THE OINTMENT

NEW POWERS: —

NEW UPGRADES: —

NEW OPPOSITION: —

ROAD TO THE FINISH

>>> From this point on, there are no new unlocks, upgrades, or special opposition.

This is last line of story missions to the end of the game, and you have Heller's full range of abilities at your disposal. Use them freely!

Heller's assault on Commander Cantrell has triggered a meeting of Blackwatch senior command—time to infiltrate that meeting.

Captain Lincoln is your ticket to the party. Trigger Hunt and track him down. When you find Lincoln, consume him and hijack his gunship.



ESCORT COMMANDER ELLIS

Hop inside the gunship and take flight—you're going to escort the unsuspecting Commander right to the meeting.

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BONUS: KILL INFECTED USING GUNS (TWICE) AND ROCKETS (TWICE)

GIVEN THAT THIS MISSION TAKES PLACE ENTIRELY IN A HELICOPTER, THIS ISN'T DIFFICULT!

JUST BE SURE YOU'RE USING BOTH WEAPONS, WHICH YOU SHOULD BE DOING ANYWAY.

Stay close to Ellis' transport helicopter. After a few moments, the first threat appears: Flyers, the winged Infected you first saw in *Last Resort*.



They're numerous, but not especially strong. Use your rockets and machineguns to dispatch them. Continue to fly escort for Ellis until command radios in an alert at a nearby Blackwatch base.



DEFEND THE BASE



Take a detour from the escort to the nearby base. Use your weaponry to dispatch the mass of Hydras attacking the base—four in all.



You still have access to point defense rockets; use them to destroy any debris the Hydras to fling at you.

Once you've eliminated the Hydras, an emergency alert comes in. Amazingly, in the short time it took you to dispatch a few Hydras, Commander Ellis' crack pilot has managed to go down. Now you have to clean up the mess.



PROTECT ELLIS' DOWNED CHOPPER

Quickly fly over to the helicopter and attack the Infected that are threatening Commander Ellis in the wreck.



Stay mobile here, strafing around the crash scene to avoid incoming projectiles. After you wipe out the Infected, a transport APC arrives to pick up Ellis.



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ESCORT COMMANDER ELLIS' APC

Follow along low and close to Ellis' APC. Periodic attacks from weak Infected are easily dispatched, but focus your rocket fire on dealing with Hydras as they emerge from the ground.





Due to the high buildings, your maneuverability is restricted, but be careful not to stay planted in one place, or your point defense can get overwhelmed by incoming chunks of the city flung at you by Hydras. Move forward and back when you can't move side to side.

When Brawlers attack, you're nearing your destination, but you still have a ways to go. Continue flying close support, eliminating Hydras as they arrive, and helping to dispatch the Brawlers when you have time.

CONSUME THE FIREHAWK COMMANDERS

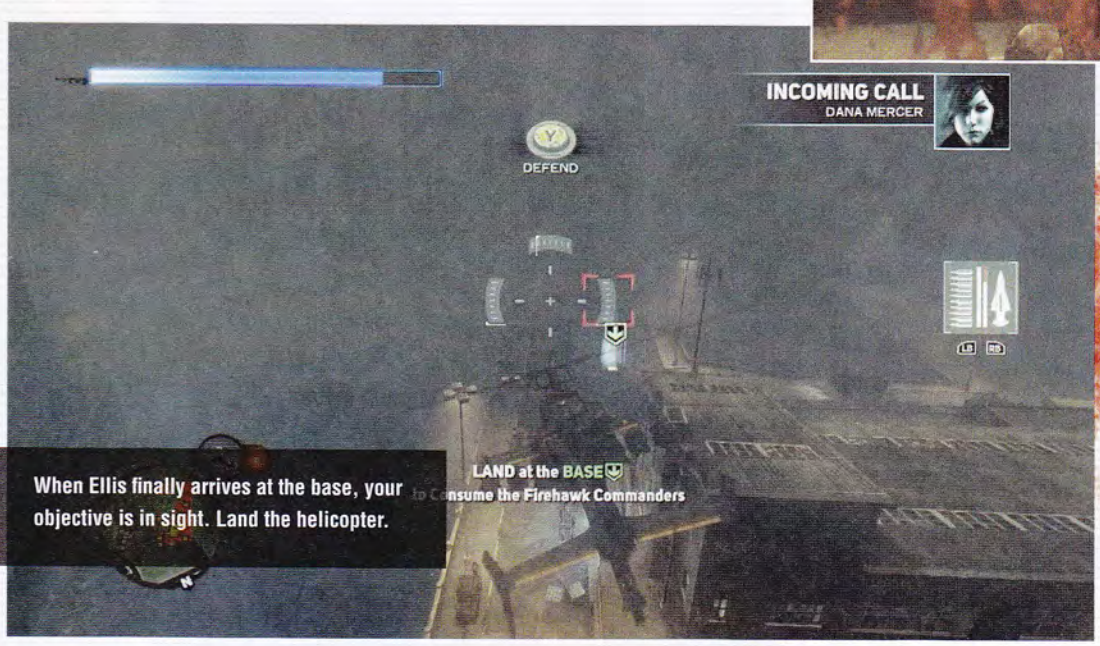
Pandemonium is breaking out as more Infected siege the base, but that isn't your problem or your goal.

All of the Project Firehawk Commanders become marked with . Exit the helicopter and consume them all!

Once you have the information about the project, exit the base and the Alert to finish the mission! Heller contacts Dana after the mission, asking for more information about Project Firehawk—it's going to level the city if it isn't stopped.

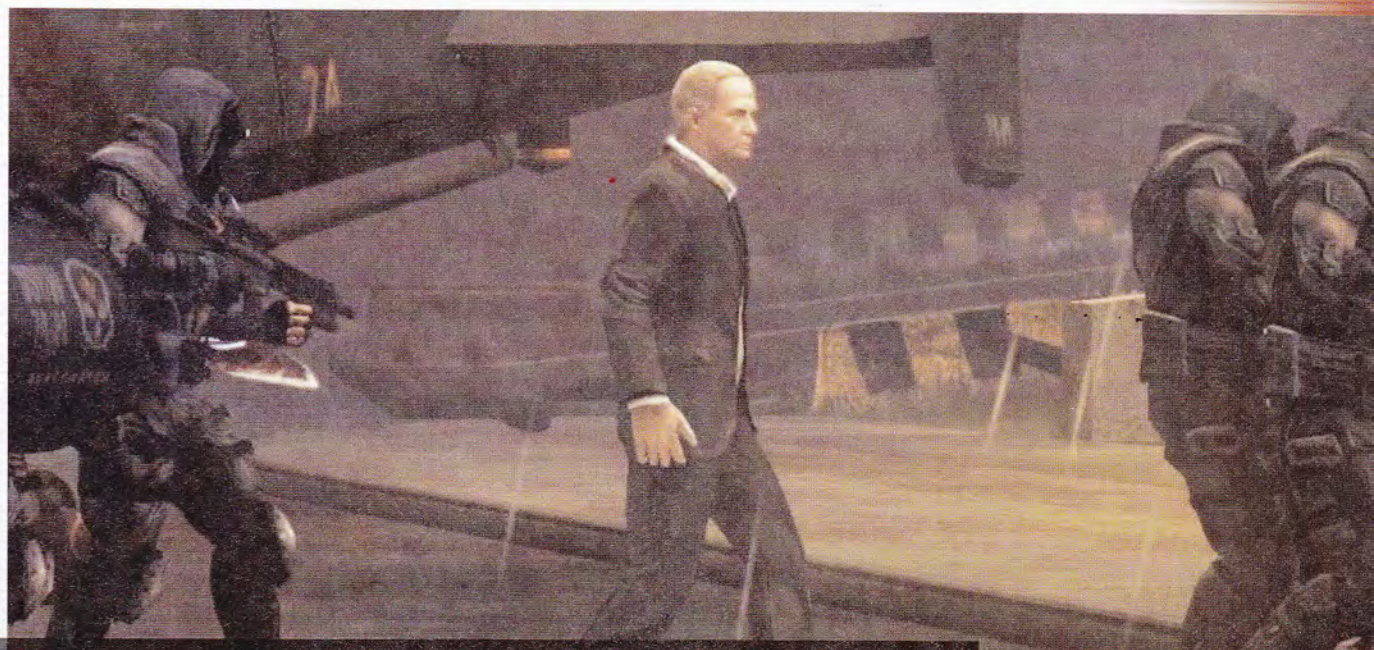






When Ellis finally arrives at the base, your objective is in sight. Land the helicopter.

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Colonel Rooks contacts "Lt. Riley", and explains that he's found Dana Mercer and Heller's daughter. It appears that the FBI has become involved, and they have an Agent Griffin in charge of her custody.

MISSION 21B: DIVINE INTERVENTION

NEW POWERS: —

NEW UPGRADES: —

NEW OPPOSITION: —

HUNT GRIFFIN

It's time to Hunt Griffin down and consume him to learn Maya's location. Find a nearby skyscraper and head up to the roof to get a good fix on his location, then glide your way over to find him.

When you locate Griffin, he's in a helicopter transport bound for a nearby Blackwatch base. Follow the chopper.

You have to stay within range of the helicopter to avoid losing Griffin, so stay on the rooftops and use your mobility to glide and jump across the city.





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When the helicopter finally arrives and Griffin disembarks, Heller lands and chases him...and runs right into a group of three Evolved who have already grabbed Griffin under orders from Mercer!



CHASE THE EVOLVED

The three Evolved quickly flee the scene. Chase them down! This is a running pursuit across the city, with targets who are, for once, almost as agile as Heller.



After a not-so-merry chase across the city, the Evolved finally stop running and engage with you.



BONUS: USE SIX DIFFERENT ATTACKS TO DEFEAT THE EVOLVED

CONSIDER THIS A CHANCE TO PLAY WITH ALL OF YOUR TOYS. USE YOUR FULL ASSORTMENT OF WEAPON POWERS HERE, WITH A MIX OF REGULAR AND SPECIAL ATTACKS TO EASILY EARN THIS BONUS.



Call in your Brawler Pack to even the odds a bit, then jump into the fray and beat down the Evolved. Be sure to earn the Bonus here before you finish them off.



Once the last Evolved is defeated, grab and consume Agent Griffin—his memories hold the keys to finding Maya. You may still be under Alert from Blackwatch pursuit, so flee the area and lose the Alert to finish off this mission.



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MISSION 22A: OPERATION FIREHAWK

NEW POWERS: —

NEW UPGRADES: —

NEW OPPOSITION: —

Galloway reveals the details of the Firehawk mission—Blackwatch plans to torch the city with thermobaric rockets loaded on a flight of helicopters. You have to stop it!

REACH THE FIREHAWK STAGING AREA

Follow the waypoint to the base holding the modified choppers.

When you arrive, hop inside one of the helicopters, lift off, and begin laying waste to the remaining Firehawk choppers.

After you destroy the depot, Dana radios in with an alert—more of the Firehawks have been deployed, and they are already in flight and launching Thermobaric rockets in the park!

BONUS: HIJACK A THERMOBARIC HELICOPTER

WHY LET BLACKWATCH'S TOYS GO TO WASTE? HIJACK ONE OF THE MODIFIED GUNSHIPS AND UNLEASH THEIR OWN WEAPONRY AGAINST THEM!



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DESTROY THE FIREHAWK HELICOPTERS

A series of target markers pops up on your radar for all of the Firehawk choppers in the area. Hunt them down.



You are very likely going to get shot down due to the number of enemy choppers in the area.





No problem—use a combination of running on skyscrapers, high jumps, glides, and finally, a long pounce grab to board *another* helicopter in mid-air. Hijack it and continue the hunt.



Once you've mopped up the remaining helicopters, Galloway contacts with you information about the Thermobaric weapons depot storage area. You now have a new goal.

DESTROY THE AMMO DEPOT

Head to the depot—once you arrive, you find a hardened bunker protecting the weapons stores. The easiest way to blast this thing to pieces is to simply hijack a nearby tank and unload on it.



However, you can freely damage the depot with your normal attacks, or other stolen vehicles or weapons taken from Blackwatch troops—your choice!



In any case, once you destroy the depot, the threat from Project Firehawk is ended.



MEET SABRINA

Your last task is to meet up with Sabrina Galloway in person. Escape from the Blackwatch depot to clear your Alert and then head to the waypoint.

When you arrive, Heller has a polite conversation with Dr. Galloway and this mission is finished.



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MISSION 22B: LOST IN THE SYSTEM

NEW POWERS: —

NEW UPGRADES: —

NEW OPPOSITION: —

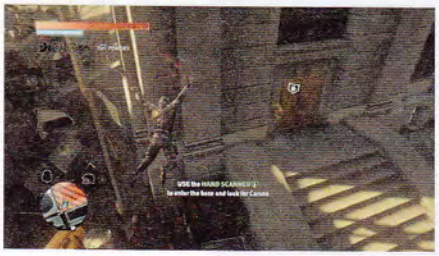
FIND DR. CARSON

Agent Griffin has given Maya into the hands of a not so tender government scientist by the name of Doctor Carson.



You need to visit Colonel Rooks to find the location of the doctor.

Follow the waypoint to reach Rooks. When you arrive, Heller has a brief conversation with him, and he gives up the location of Dr. Carson.



Follow the next waypoint to reach base India Niner Six, and when you arrive, use a military disguise to get into the facility via the hand scanner.

ACCESS DR. CARSON'S LAB

BONUS: STAY OUT OF ALERT

THIS ISN'T A PROBLEM, AS LONG AS YOU'RE PATIENT. YOU'VE DONE THIS SORT OF STEALTH WORK SEVERAL TIMES BY THIS POINT IN THE GAME.

USE YOUR HUNT PINGS TO CONSUME WHITE TARGETS, LOCK ON TO SPECIFIC TARGETS TO SEE WHO IS WATCHING THEM, AND BUMP INTO TARGETS TO GET THEM TO CHANGE WHICH WAY THEY'RE LOOKING.

Once inside, you need to consume a scientist marked with a to reach Dr. Carson's inner laboratory.



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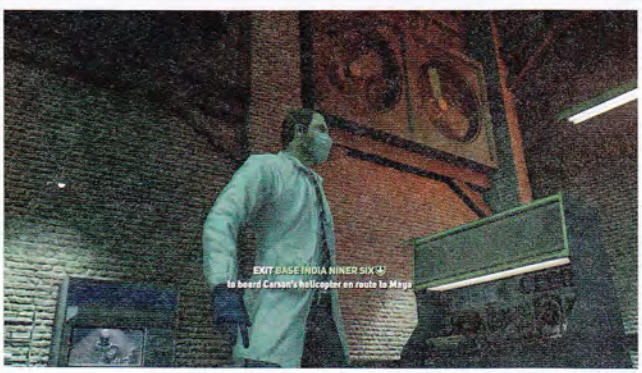
If you're going for the bonus, do this stealthily; the bonus is awarded as soon as you get into his lab. Once inside Dr. Carson's lab, consume him to discover Maya's location.

After you consume him, exit the lab and head to the helicopter scheduled to take "Dr. Carson" to Maya's location.



DEFEAT THE GOLIATH!

However, when you exit the facility, you now have a much, much bigger problem. A Goliath has appeared on the scene, and it is wreaking havoc. You're not going to be able to get to that helicopter until it is dealt with.



BONUS: DEFEAT THE GOLIATH WITHOUT TAKING ANY DAMAGE

THIS IS PROBABLY THE MOST DIFFICULT BONUS IN THE ENTIRE GAME. IT TESTS YOUR SKILLS, AND IF YOU FLUB IT, YOU HAVE TO RESTART THE MISSION TO TRY AGAIN.

THE SAFEST WAY TO DO THIS IS TO LOCATE A HELICOPTER AND USE ITS WEAPONRY TO KILL THE GOLIATH FROM A DISTANCE. HOWEVER, IF YOU'RE SET ON USING YOUR OWN MELEE SKILLS, YOU CAN PULL IT OFF WITH A MIX OF COWARDICE AND EXTREME AGGRESSION. YOU WANT TO KEEP YOUR DISTANCE, STAYING NEAR A BUILDING THAT YOU CAN JUMP UP OR AROUND AT ALL TIMES, AND WHEN THE GOLIATH EXPOSES ITSELF, RUSH IN AND POUND ON IT AS QUICKLY AS POSSIBLE.

DON'T SWEAT IT IF YOU DON'T PULL THIS BONUS OFF THE FIRST TIME, IF YOU'RE FEELING EXCEPTIONALLY COMPLETIONIST YOU CAN RESTART THE MISSION, OR SIMPLY BYPASS IT—THERE ARE PLENTY OF OTHER PLACES TO EARN EXPERIENCE.



Dismantling the Goliath is the same three part process as the last one you fought.





Wait for the Goliath to kneel and roar, then hit its arm to make it reel back, exposing its leg. Cut off the leg.



Wait for the Goliath to get its spike arm trapped in the ground. Cut off the arm.



Finally, wait for the Goliath to ground pound from the air. While it is stunned, cut off its head!

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Naturally, you want to do this while dodging anything it throws at you. Remember that you can evade the majority of its attacks by super jumping away.



Once you've defeated the Goliath, finish off any remaining nearby Infected, and Dr. Carson's helicopter can finally land. Exit the Alert, then head for the waypoint and hop onboard.



DEFEAT THE EVOLVED

Your trip is rudely interrupted by a pack of Mercer's Evolved, who ambush the helicopter in an attempt to capture Dr. Carson.

Heller responds with predictable fury—now you need to dispatch the three Evolved.

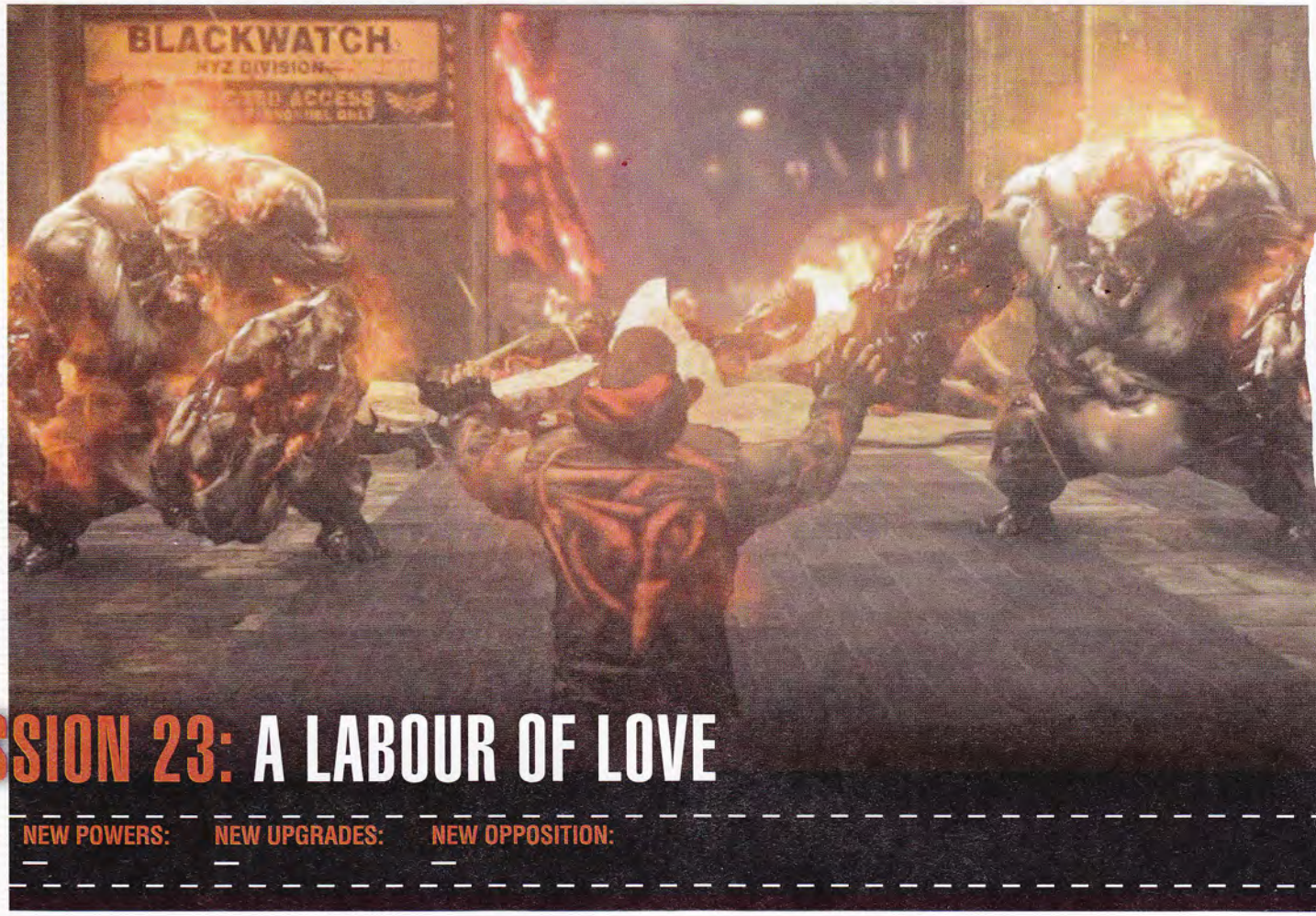


Defeat and consume them to learn Mercer's plans for Maya. Call in your Brawler Pack to assist and take them down.





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MISSION 23: A LABOUR OF LOVE

NEW POWERS: —

NEW UPGRADES: —

NEW OPPOSITION: —

At the end of the previous mission, Rooks apparently let Heller go. However, at the beginning of this mission, he sends a broadcast out over the entire Blacknet communications system, telling Heller that he has Maya and he's holding her hostage.



Worse, the broadcast was public enough that Mercer is now guaranteed to know where she is. You have to hurry.

BREACH GENTEK HEADQUARTERS

Rooks is holed up at Gentek's old headquarters in the Red Zone. Travel there swiftly.

When you arrive, the site is a warzone, loaded with Blackwatch troops, and worse, the front door is barred with a *massive* steel barricade.



Before you can worry about the door, you need to take out the opposition!

Hijack a tank or simply lay waste to the surrounding area with your own powers.



The Infected soon arrive, in the form of a pack of Juggernauts. Heller gets the bright idea of consuming and controlling them!



Now your objective is to defend your Juggernauts while they smash down the door

Should your Juggernaut pack go down, you can defeat and consume an Alpha Juggernaut that shows up with a target marker on your radar. Doing so creates another Juggernaut pack, which then resumes pounding on the door.



The area is filled with a mess of Infected and Blackwatch troops. Because there are many Blackwatch vehicles, taking control of a tank, or weaponizing one and using its Gatling gun to mow down any enemies that try to approach the barricade works well.

Once you finally breach the door, head inside...



Not everything works out as planned. Maya is safe, but Sabrina Galloway shows up and kidnaps her!



You have one final goal, and one final mission. Recover Heller's daughter, and end this fight with Mercer.

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MISSION 24: MURDER YOUR MAKER

NEW POWERS: —

NEW UPGRADES: —

NEW OPPOSITION: —

This is it. The final confrontation with Mercer over the fate of both the city and Heller's daughter.

Head to the waypoint to begin the battle with Mercer. When you arrive, Mercer absorbs a huge group of his Evolved, strengthening him for the battle to come.





Mercer fights *mostly* like an Evolved, in that he is agile, quick, and powerful, but he is significantly more dangerous, and harder to attack directly.

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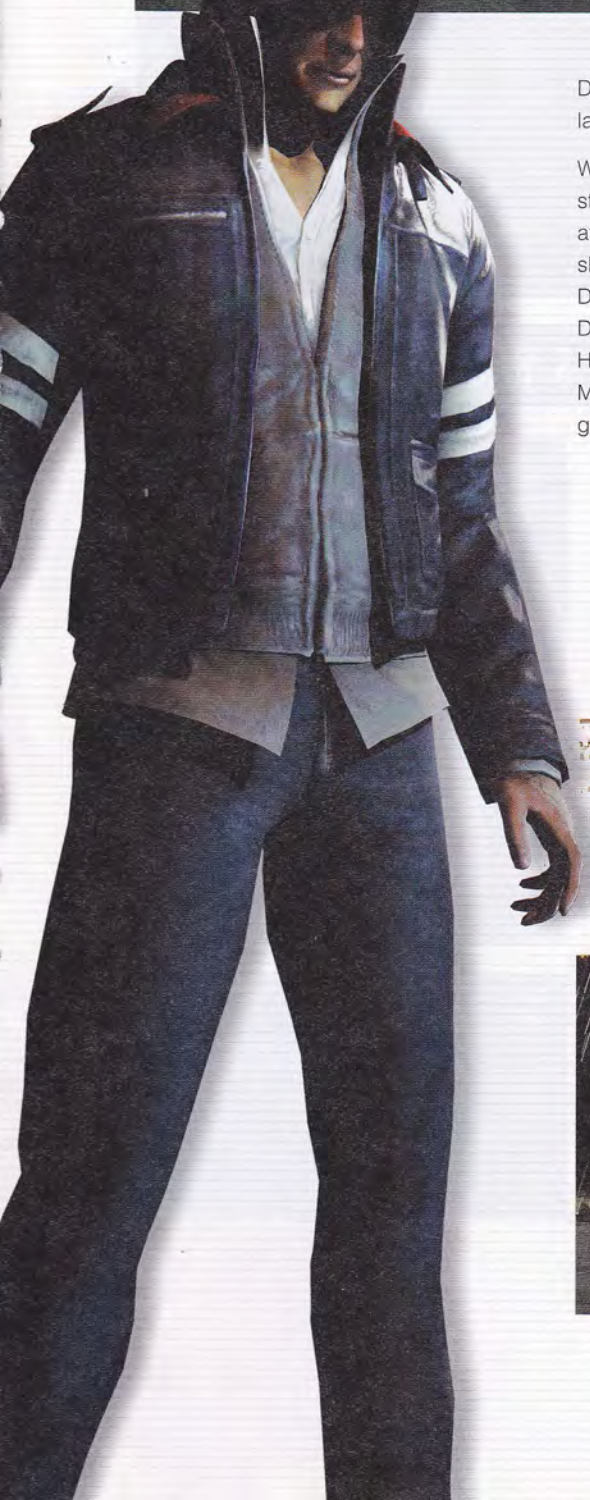
MERCER'S BLADE



Mercer begins the assault by attacking with a Blade. *Don't* attack him directly with your own Blade. Doing so causes an instant and painful retaliation.



Instead, switch to a different power and engage him. Use dodges to flip over Mercer's head and attack him safely from behind.



Don't over-commit to a combo string, land a few hits, dodge, then re-engage.



When Mercer's healthbar is depleted, he steps back and makes a huge leaping attack. This is very telegraphed, with a slomo zoom on Mercer before he jumps. Dodge the attack, then grab Mercer. Doing so causes Heller to pound Mercer into the ground.



MERCER'S WHIPFIST

Mercer switches to the Whipfist and tosses a helicopter at you—dodge it!

The fight now resumes, with Mercer making lashing attacks from a distance. You can't dodge these safely, as half of them come from above.





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Instead, block the attacks with your Shield. Time your block. If you block an attack at the last instant, you can stagger Mercer and get a few hits in.

Periodically, Mercer moves back and tries one of his long distance leaps. Block it to stun him and counter-attack.

Mercer may also throw more helicopters at you; simply dodge these to avoid them entirely.



Keep up the assault. Once you weaken Mercer, he goes for a final leap assault. Again, block it and retaliate to trigger another beatdown from Heller.



MERCER'S HAMMERFISTS

Mercer sends out a wave of Flyers to attack you. Activate your Devastator to destroy them all in one blast.



Now engage Mercer again. Use dodges to avoid the crushing Hammerfist blows, striking quickly from behind.



Mercer's leaping attacks this round can be dodged. Avoid them and grab Mercer to land some free damage.



Mercer may also occasionally retreat and use ground spikes from the Hammerfists. Leap to dodge them. He throws down three lines of spikes, one each to the center, the left and the right.



Mercer isn't confined solely to the use of Hammerfists. He may pull out his Blade or the Whipfist from time to time. Dodge or block as necessary.



When you've weakened Mercer, dodge the leap and grab him again!



FINISH HIM

Mercer leaps in for a final attack. Block the attack. Now, follow the action as Mercer futilely assaults Heller. Block his attacks and tear Mercer's weapon powers off of him.

Well done!





THE STORY IS FINISHED, BUT THE GAME IS NOT!

>>>

Once the credits finish rolling, you're right back in the city!

You can freely continue to explore and take on any open world missions you haven't yet tackled, as well as to simply roam the city laying waste to anyone you don't like...

You also now have the option to start a New Game+ on Insane difficulty level, retaining all of your upgrades for Heller, but juicing up the opposition.

Once you get tired of beating up poor defenseless Blackwatch and Infected, give New Game+ a shot!

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COLLECTIBLES

Scattered throughout the game are 82 Collectibles, *Prototype 2*'s catch-all term for a mix of actual collectibles (Blackboxes) and mini-missions (Field Ops and Lairs).

To view the Collectibles, select Collectibles from the main menu (they are not visible from the normal main map). In the Collectibles map, you can check each district to see how many collectibles of each type exist in any given area.

Gathering all of the collectibles of any type in a district (Blackbox, Field Ops, or Lair) grants you a bonus Mutation.

While our map marks the exact locations of the Collectibles in the game, note that the game itself gives you strong hints to their locations as well, if you want to hunt them without additional help.

From the Collectibles map, periodic pings *near* the location of whatever collectible category you have selected appear. These pings aren't spot on, but they're in the general vicinity. If you set a waypoint near one, you can usually track down the collectible without too much trouble.

Field Ops and Lairs immediately appear on your mini-map once you are in the vicinity, but Blackboxes must be tracked down a bit more carefully.

When you are near a Blackbox, a range indicator appears on your screen, which you can use to triangulate the location of the recorder.

Note that Blackboxes also emit a small sound, and the fallen Blackwatch soldier always has a blinking red light on his uniform. If you jump or glide high up in the air and look down in the vicinity of a range indicator to a Blackbox, you can often spot the glow from a distance to quickly pinpoint the location.

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FIELD OPS

Field Ops are short combat engagements against specific groups of Blackwatch troops. When you locate one, they show up on your mini-map as a . Defeat every target in the area marked with the icon to clear a given Field Op.

As with the other collectibles, Field Ops are organized into sets in each district, and when you defeat all of the Ops in a given district, you are awarded with a new mutation.

It is entirely possible you may encounter these groups of enemies and eliminate them during your normal wandering around the city, even without seeking them out!

When you're feeling belligerent and you want to cause some pain to the nastiest Blackwatch forces, seek out Field Ops for some combat action.



LAIRS

Lairs are similar to Field Ops, but you're up against Infected Lairs instead of Blackwatch units. Scattered about the city are underground Lairs filled with Infected of various types (more dangerous varieties appear in the Lairs later in the game).

As with the other collectibles, clearing out Lairs earns you mutation upgrades, and Lairs are also a decent source of extra XP to raise your Evolution level.

Of the three types of collectible, Lairs are the most involved, as you actually enter a mini-interior area to battle the Infected, putting them somewhere between Field Ops and Blacknet missions in terms of length.

There are nine Lairs in the city, one in the Yellow Zone and four each in the Green and Red Zones.



BLACKBOXES

Blackboxes are the data recorders of fallen Blackwatch troops, scattered about the city. They are divided up into sets, one set in each of the districts in the Yellow, Green, and Red zones.



The sets tell a short story about happenings in the city, and once you acquire them, you can listen to the recordings at any time by selecting them on the Collectibles map. This is particularly useful if you've been picking them up randomly while exploring the city, and you want to hear all the recordings in a set in sequence.

GRAB THEM ALL!

>>> For step by step directions to each and every Blackbox location, check out our *Prototype 2* videos on Xbox Live® Marketplace!

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[YELLOW ZONE]

YELLOW ZONE COLLECTIBLES — 13 BLACKBOXES, 7 FIELD OPS, 1 LAIRS

KEY

- BLACKBOX
- FIELD OP
- LAIR



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FAIRVIEW (NORTH)

BLACKBOXES 4

MUTATION REWARD — LOCOMOTION

FIELD OPS 4

MUTATION REWARD — OFFENSIVE

LAIRS — NO LAIRS

OAKHURST (CENTER)

BLACKBOXES 5

MUTATION REWARD — OFFENSIVE

FIELD OPS — NO FIELD OPS

LAIRS — NO LAIRS

LINDEN PARK (SOUTH)

BLACKBOXES 4

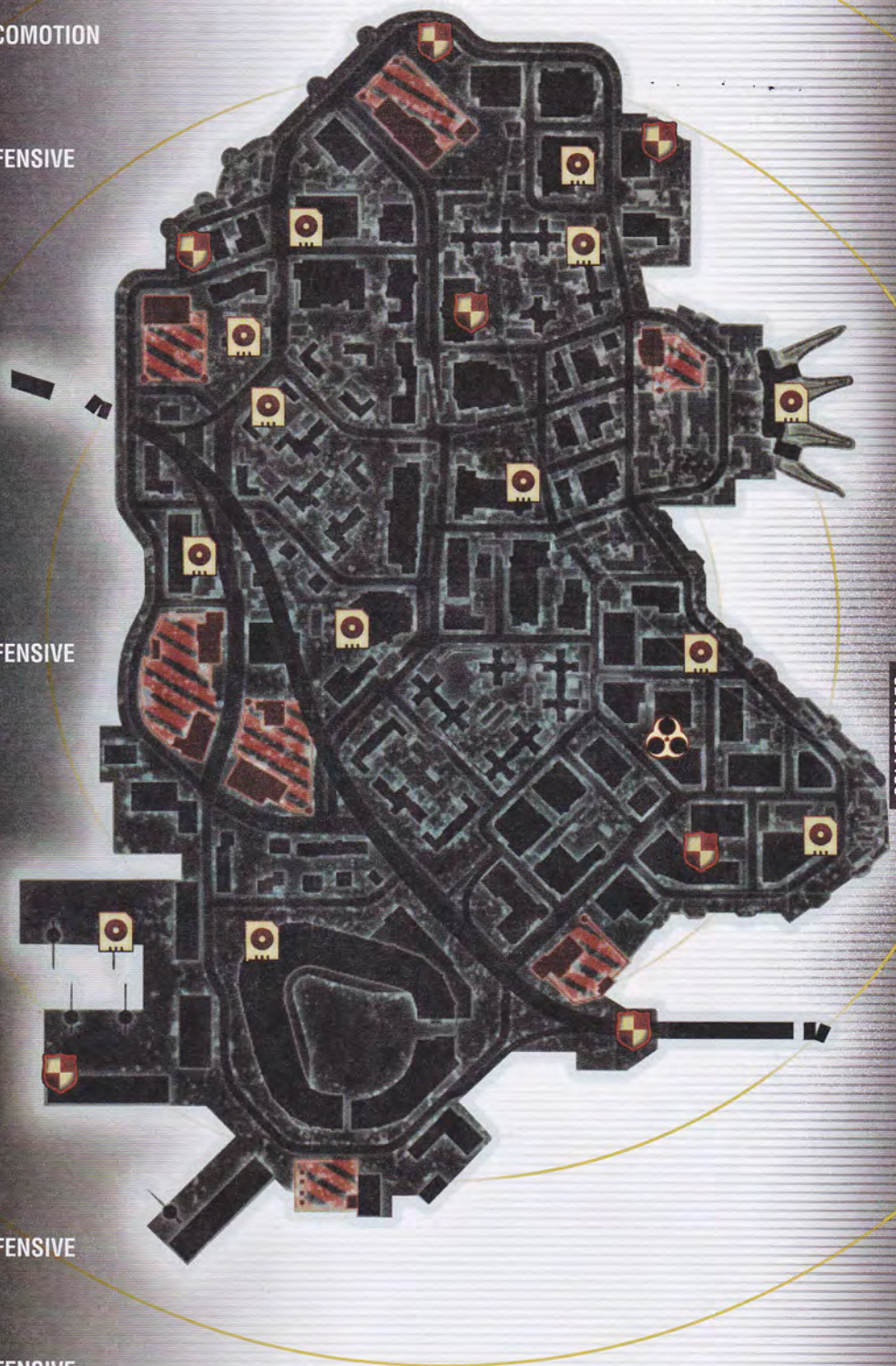
MUTATION REWARD — OFFENSIVE

FIELD OPS 3

MUTATION REWARD — DEFENSIVE

LAIRS 1

MUTATION REWARD — PREDATOR



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[GREEN ZONE]

GREEN ZONE COLLECTIBLES — 14 BLACKBOXES, 8 FIELD OPS, 4 LAIRS

KEY

BLACKBOX

FIELD OP

LAIR



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FULTON (NORTHWEST)

BLACKBOXES 5
MUTATION REWARD — PREDATOR

FIELD OPS 4
MUTATION REWARD — LOCOMOTION

LAIRS 2
MUTATION REWARD — POWER SPECIALIST

LINCOLN MEADOWS (NORTHEAST)

BLACKBOXES 5
MUTATION REWARD — DEFENSIVE

FIELD OPS 4
MUTATION REWARD — PREDATOR

LAIRS 2
MUTATION REWARD — LOCOMOTION

SALTYARD PLAINS

BLACKBOXES 4
MUTATION REWARD — OFFENSIVE

FIELD OPS — NO FIELD OPS

LAIRS — NO LAIRS



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[RED ZONE]

RED ZONE COLLECTIBLES — 18 BLACKBOXES, 13 FIELD OPS, 4 LAIRS

KEY

- BLACKBOX
- FIELD OP
- LAIR



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LINCOLN MEADOWS (NORTHEAST)

BLACKBOXES 7
MUTATION REWARD — POWER SPECIALIST

FIELD OPS — NO FIELD OPS

LAIRS 2
MUTATION REWARD — POWER SPECIALIST

MIDTOWN (NORTH)

BLACKBOXES 6
MUTATION REWARD — PREDATOR

FIELD OPS 4
MUTATION REWARD — OFFENSIVE

LAIRS 2
MUTATION REWARD — LOCOMOTION

CHINATOWN (SOUTH)

BLACKBOXES 5
MUTATION REWARD — DEFENSIVE

FIELD OPS 4
MUTATION REWARD — DEFENSIVE

LAIRS — NO LAIRS

DOWNTOWN (FAR SOUTH)

BLACKBOXES — NO BLACKBOXES

FIELD OPS 5
MUTATION REWARD — LOCOMOTION

LAIRS — NO LAIRS



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//BLACKNET™

Blacknet missions are a series of optional missions that unlock as you complete primary story missions throughout the game. There are a set of Blacknet missions in each major zone, with a variety of basic objective types.

Each Blacknet mission set consists of one or more sub-missions, which, once completed, unlock a new Mutation reward for Heller.

Note that outside the first one, the remaining Blacknet missions are entirely optional. Tackle them if you're having trouble with the main story, for the story and completion, or simply for fun!

TRIGGERING A BLACKNET MISSION

Each Blacknet mission consists of a paired set of a *Blacknet Terminal* and a *Blacknet Target*, a soldier or scientist who has access to that Terminal.

Targets are marked with this icon:



To unlock the Terminal and access the mission, you need to have both.

Note that the Terminals show up on your main map once unlocked, but the targets *do not*. Targets must be hunted down once you have triggered a Terminal.

However, it *is* possible to run across the targets while roaming the city, so if you happen to spot one on your mini-map, feel free to swoop down and consume the target. Doing so allows you to freely access the Terminal later and start the associated mission.

MISSION SETS

BLACKNET MISSION TYPES

Blacknet missions are divided up into ***Mission Sets***, a series of one to three missions under an Operation name. Each of those missions is drawn from the mission types described below.

There are twelve Mission Sets in total, with four in each of the three zones of NYZ: Yellow, Green, and Red.

The very first mission is a special case, as it is the only mandatory Blacknet mission in the game, and it serves as your introduction to some key gameplay concepts, which we explain at greater length.

STRONGHOLD

You must infiltrate a secure Blackwatch compound and disrupt operations within.

Some of these missions permit a stealthy approach, using quiet consumption to penetrate Blackwatch defenses, others can be done with pure brute force, as you see fit.

Your Devastator ability is particularly effective in these missions, as the limited size of the rooms forces Blackwatch troops into close proximity to Heller.

INFECTED SALVAGE

Destroy Infected samples that Blackwatch are attempting to control.

These missions involve defeating various types of Infected, typically with a heavy Blackwatch presence nearby.

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CARGO DELIVERY

A set of timed race challenges, these missions involve recovering key data or other material from downed Blackwatch helicopters, before a Blackwatch recovery team can catch up with you.

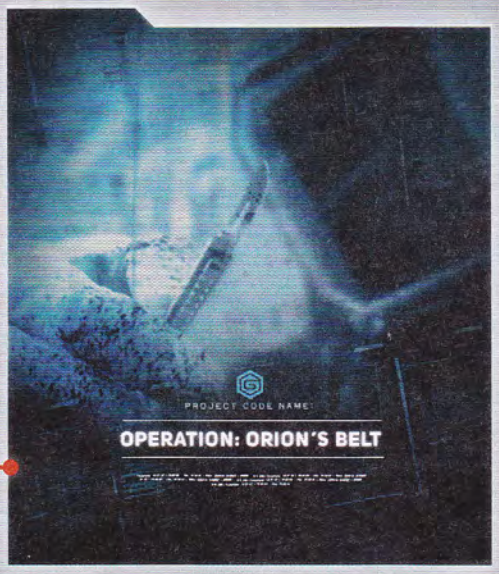
Later Cargo Delivery missions demand this time-sensitive acrobatic performance as you race around the city rooftops while under fire by Blackwatch troops!

GENTEK SUPPORT

Gentek scientists offer all sorts of theoretical and applied science aid to Blackwatch. These missions give you a chance to rudely disrupt their efforts by consuming Gentek scientists and neutralizing their operations.

SUPPRESSION

The most straightforward type of Blacknet mission, Suppression typically demands the outright destruction of key Blackwatch assets and personnel.



MISSION SET 1 — MUTATION REWARD — OFFENSIVE

OPERATION ORION'S BELT

STRONGHOLD 4-D

1 INFILTRATE A BLACKWATCH BASE AND CONSUME A KEY SCIENTIST

MANDATORY BLACKNET MISSION

>>> This Operation is the *only* mandatory Blacknet mission in the game. It teaches you about base infiltration and Blacknet missions in general.

Once complete, the other Blacknet missions can be completed immediately when unlocked, or bypassed as you see fit.

UNLOCK THE MISSION

Approach the Blacknet Terminal to begin this mission. Heller attempts to access the database, but is blocked, as he needs the identity and login information of a Dr. Samuel Billingsley.

Activate Hunt to track down the good doctor and consume him. Once done, you trigger the next part of the mission, an infiltration into a secure Blackwatch base.

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RESTRICTED AREA

>>> Scattered about the map are restricted zones, denoted by black and grey checked areas on the main map.

These are Blackwatch bases, and they are always on a state of high alert, so activities that might only raise suspicion elsewhere are all but guaranteed to trigger an Alert if performed in a restricted zone.

On top of that, there are usually a lot of Blackwatch soldiers and heavy armor and weapons in the vicinity, so don't go picking a fight in or around Blackwatch bases unless you know what you're getting into.

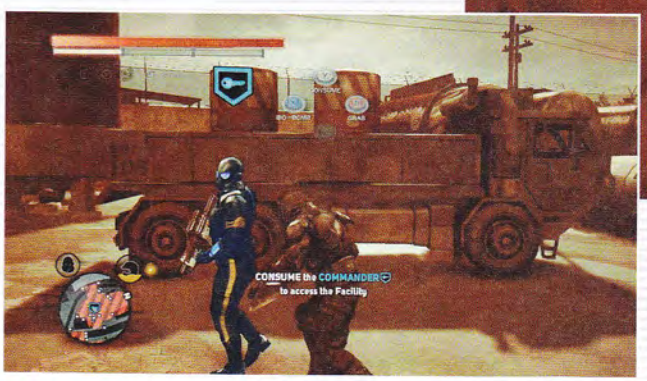


INFILTRATE THE BASE

You can access the base quietly in any Blackwatch disguise, including the doctor you just consumed. Approach the Hand Scanner and activate it to enter the base undetected.

Once inside, you need to find and consume the Commander to gain access to the facility itself.

He's hanging out at the back of the yard, marked with a . Consume him and you can then use his form to access the base via another Hand Scanner, marked with the green hand icon.



CONSUME YOUR OBJECTIVE

Once inside, you need to consume another Commander to gain access to the interior of the facility. This time however, you need to be certain to use a Stealth Consume, to disguise yourself without raising the alarm.

STEALTH CONSUMPTION

>>> This mission acts as a tutorial for Stealth Consuming.

By using a Hunt ping, you can spot targets that are safe to consume stealthily (highlighted in white), or that are under observation and cannot be consumed quietly (highlighted in red).

You can also lock onto a target and then use a Hunt ping to see *who* in the area is looking at your target. Consume the spectators and you can chow down on your desired target without raising an alarm.

Note that a white target can be consumed from *any* direction. You don't have to sneak up behind a target that isn't being monitored. You're going to eat them anyway, and Heller is fast enough to perform the consume without letting the target make any noise.

In this case, there is only a lone guard in the room with the commander. Consume the guard first, *then* eat the Commander.



With the Commander's DNA, head upstairs and enter the lab proper. The scientist you want is inside the room. Target him and send out a Hunt ping to spot the two nearby guards that are monitoring him.

Consume the watching guards, then eat the scientist. Once you've taken his form, you spend a moment talking to Father Guerra, who directs you to check a nearby information terminal to locate more information on your next objective.

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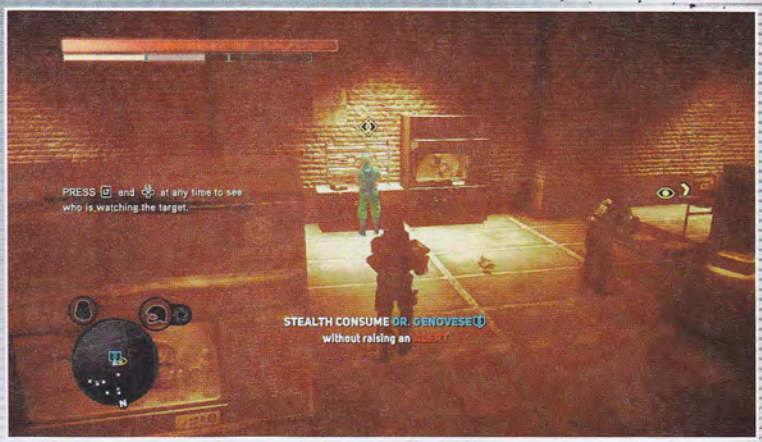
NO-FAIL STEALTH CONSUMPTION

IF YOU ARE CURRENTLY INCOGNITO AND YOU ATTEMPT TO PRESS GRAB AND THEN CONSUME WHEN YOUR TARGET IS BEING MONITORED, THE GAME WARNS YOU *WITHOUT* GRABBING YOUR CURRENT TARGET.

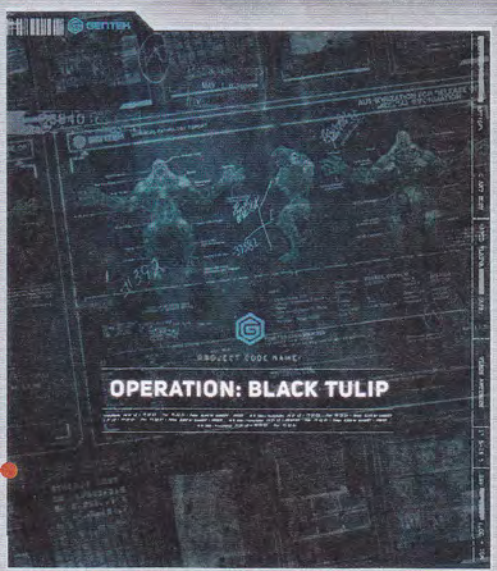
THIS MEANS YOU CAN SAFELY TRY TO QUICKLY GRAB TARGETS THAT HAVE "GONE WHITE" AND ARE SAFE TO CONSUME, EVEN IF THERE ARE TONS OF GUARDS IN THE AREA AND A SLIPUP WITHOUT THIS SAFETY NET WOULD NORMALLY CAUSE AN ALARM.

JUST DON'T MASH THE BUTTONS—IF YOU PRESS GRAB TWICE, YOU *WILL* GRAB THE TARGET AND CAUSE AN ALARM.

NATURALLY, YOU CAN THEN FORCIBLY CONSUME THE TARGET, WHICH IS A PERFECTLY VIABLE METHOD IN MOST SITUATIONS, BUT THERE ARE TIMES YOU WANT TO REMAIN STEALTHY WITHOUT TRIGGERING AN ALERT. THIS SAFETY NET MAKES THE STEALTH APPROACH MUCH MORE RELIABLE.



Approach the terminal to access it, then exit the Gentek facility. Once outside, leave the restricted area to complete the mission!



MISSION SET 2 MUTATION REWARD — PREDATOR

OPERATION BLACK TULIP

INFECTED SALVAGE 1-D

1. Travel to the capture site
2. Release and destroy the Brawler

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Gentek thinks releasing Infected creatures on the population is a good scientific test. Heller thinks releasing Infected creatures on Blackwatch is a better test.

Travel to the capture site, where the Brawler is stored in a secure container...not secure against Heller, however. To free the Brawler inside, either assume a military form and use the hand scanner on the container, or simply bash the container open.

In either case, the Brawler gets free and begins to rampage through the surrounding area. Hunt it down and kill it before it can cause any harm to the surrounding population.

Once you finish it off and get away from any Alert, this introduction to Infected Salvage missions is done.







INFECTED SALVAGE 1-E

1. **Travel to and enter the Lair**
2. **Release and consume the Brawler**

This mission may serve as your first visit to a Lair, depending on how you are exploring the world. Lairs are underground hives infested with Blacklight infected tissue and a variety of Infected creatures.

In this case, this Lair is being visited by a Blackwatch scientific team trying to capture specimens.

Show them the error of their ways by releasing the Brawler from its containment unit. As with the previous Blacknet mission, you can either open the container with a military disguise, or simply break it open with brute force.

DELICIOUS DNA

>>> One of the Blackwatch soldiers down here is marked with an optional DNA marker,  .

Consuming targets marked with this icon grants you bonus Evolutionary experience, so it's always worth taking a break from your current goal to grab a snack!

Once the Brawler is loose, it flees from the container room. Chase it down. It stops to face Heller when it enters another chamber in the Lair.

BONUS: DAMAGE THE BRAWLER WITH AN EXPLOSION

THIS BONUS IS PRETTY SIMPLE! GRAB A GRENADE LAUNCHER AND FIRE IT NEAR THE BRAWLER AND ANY OF THE CONVENIENTLY PLACED EXPLOSIVE CONTAINERS IN THE ROOM.

This room has a lot of Blackwatch weaponry in the area, specifically, racks of Grenade Launchers. Grab one and use it to take out the Brawler!

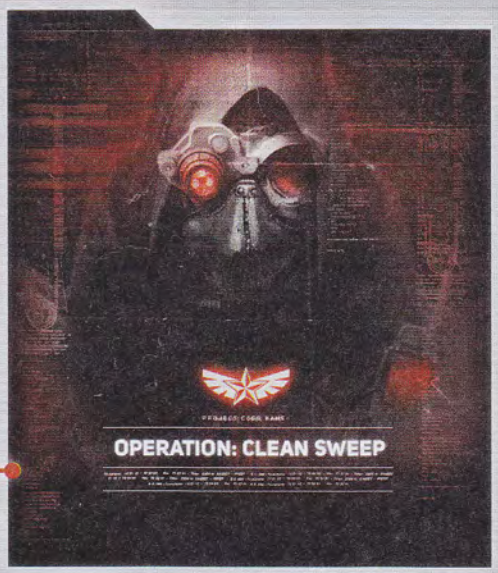
When you've defeated the Brawler, leave the Lair. If you emerge in an Alert state, or as Heller, you walk right into a Blackwatch ambush. However, if you come out disguised, they don't attack.

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Your choice! Either tear the Blackwatch squad apart, or simply leave or flee the area Either way, once you're out of range, this mission is done.



MISSION SET 3 MUTATION REWARD — DEFENSIVE

OPERATION CLEAN SWEEP

CARGO DELIVERY 12-B

1. Reach the overlook to survey the crash site

2. Retrieve the Patrol Schedules

This mission serves as an introduction to Cargo Delivery Blacknet missions. All follow the same basic pattern of having a Blackwatch helicopter crash and scatter valuable cargo of one form or another over the city.

You then must pick up all of the cargo before a timer expires. Each piece of cargo you pick up extends the timer by a few seconds.

These missions are good tests of your agility and mobility skills, and they become easier as you upgrade Movement Evolution perks, or pick up Locomotion Mutations. Use these missions to hone your sprinting, jumping, gliding, air dashing, and landing skills.

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SPEEDY DESCENT

>>>

You can hold Attack in mid-air to perform a dive kick, or hold Grab to perform a diving grab.

Both of these moves can be used to quickly descend towards a cargo piece that is below you, which is useful in situations where falling normally might be slower and you want to shave a few seconds off your time.

Be aware that using these requires a bit of practice to aim them well, and you need to learn to cancel either type of dive by gliding again.

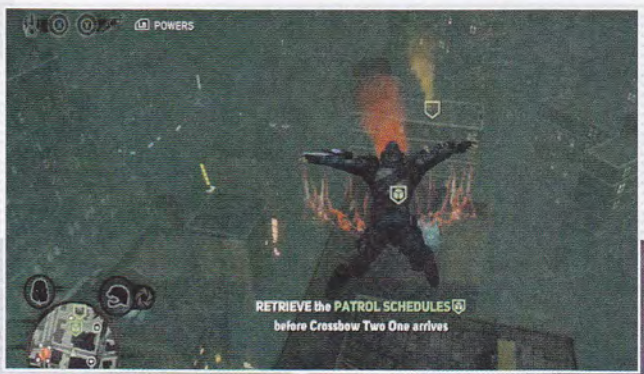
Don't use the grab to descend all the way to a rooftop, or you may accidentally pick up an air conditioning unit or other bit of debris.

Instead, use the descent from the grab to get lower quickly, then resume your glide to your target.

The dive kick *can* be used to land on or near a package, but doing so requires a fair amount of practice. Experiment when you're traveling around the city normally!

Both the grab and the dive kick can be used in one sequence of air moves, giving you the option to sprint, jump, glide, air dash (once or more), grab dive, glide again, kick dive, and glide yet again. Any remaining air dashes can also be mixed into those diving moves.

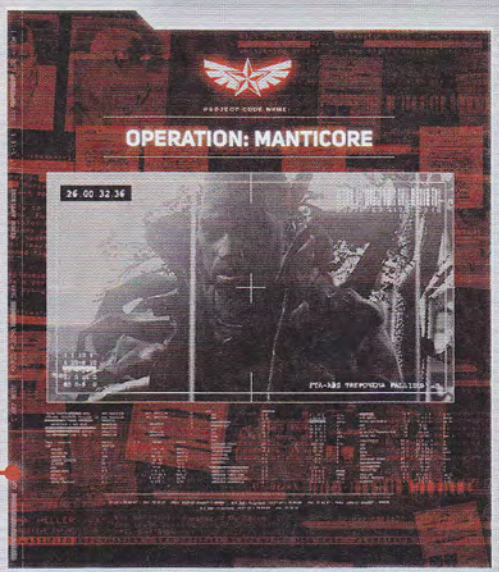
Gather up all of the schedules before the timer expires to complete this mission.







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MISSION SET 4 MUTATION REWARD — LOCOMOTION

OPERATION MANTICORE

GENTEK SUPPORT 2-C

1. Consume the Gentek Scientists
2. Exit any alert state

BONUS: STEALTH CONSUME TWO SCIENTISTS

THERE ARE FOUR SCIENTISTS THAT YOU MUST ELIMINATE DURING THIS MISSION, IF YOU TAKE A STEALTHY APPROACH AND CONSUME THE FIRST TWO, YOU CAN FINISH OFF THE LAST TWO USING BRUTE FORCE GRABBING AND CONSUMPTION.



Gentek Support missions involve disrupting assistance by Gentek scientists in Blackwatch operations. In this case, outright eating the scientists involved in their research!

Follow the waypoint markers leading to the scientists and consume them all. Once done, you can exit any Alert you triggered and disguise yourself to escape pursuit. Doing so finishes this short mission, which is mostly an introduction to this mission type.

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SUPPRESSION 1-F

1. Travel to Spawning Hive J-10
2. Enter the Lair and kill all of the scientists
3. Kill any remaining Blackwatch troopers
4. Destroy the ambush and consume its Commander
5. Exit the Alert

Suppression missions are the most varied of Blacknet operations, and in this case, the mission sends you to a nearby Lair where Blackwatch has a group of scientists conducting research.

Time to end that operation! Travel to the lair and head inside.

Once within the Lair, kill all of the marked scientists, then finish off any marked Blackwatch troops. There aren't any serious threats in the Lair, so this is an easy task.

Easy, perhaps, because when you leave, a Blackwatch patrol containing two APCs and a full squad of Blackwatch troops is waiting for you!

Destroy the APCs to force the commander out. You can attack them directly, but it is much faster to simply grab a rocket launcher from a *generous* Blackwatch donor.

Blast the APCs, and when the commander is forced out of his ride, consume him. Doing so ends any threat from his squad, and you can exit the Alert to finish off this multi-step mission.





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MISSION SET 5

MUTATION REWARD — PREDATOR

OPERATION KEYHOLE

CARGO DELIVERY 15-G

1. Intercept the Helicopter
2. Collect the Mutagen containers

This is a straightforward race mission. Travel to the first waypoint to locate the Blackwatch helicopter carrying a shipment of mutagen.

When you arrive, the Helicopter crashes, spreading its containers across the city. Race to pick them up before Blackwatch arrives on the scene. No surprises this time around; gather up the crates to complete the mission.





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STRONGHOLD 7-H

1. Proceed to Base India Two One
2. Consume the Blackwatch Commander in the base yard
3. Use the Hand Scanner to enter the base facility
4. Destroy the Motor Pool

BONUS: HIJACK A TANK AND USE IT TO DESTROY ANOTHER TANK

THIS IS WHAT YOU CAME HERE TO DO! AS YOU CAN ENTER THE FACILITY UNDETECTED, YOU CAN EASILY HIJACK A TANK BEFORE THE ALARM IS RAISED.

ONCE YOU'RE INSIDE THE ARMORED BEHEMOTH, UNLEASH ITS CANNONS AGAINST THE OTHER BLACKWATCH TANKS WITHIN THE DEPOT.

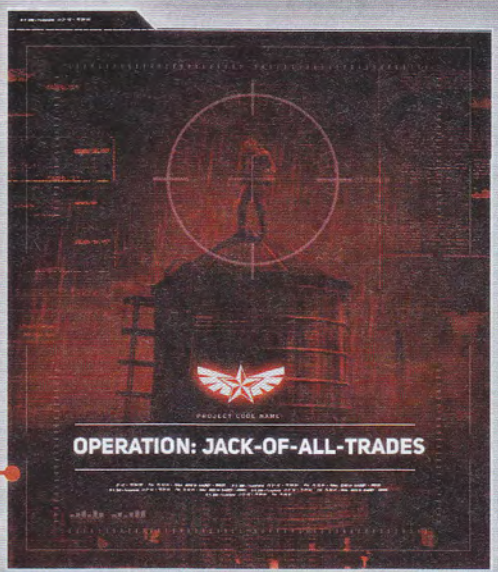
A Blackwatch base has a set of tanks scheduled for refit and upgrading. No sense in letting Blackwatch deploy shiny new tanks against you...





Head to the base, infiltrate it, and then use Blackwatch's own tank against them on the inside. When you've destroyed all the tanks, finish off any remaining troops and then exit the base to complete this mission.

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MISSION SET 6

MUTATION REWARD — POWER SPECIALIST

OPERATION JACK-OF-ALL-TRADES

SUPPRESSION 5-E

1. Destroy the Helicopters
2. Consume the Commander

An overconfident group of Blackwatch helicopter pilots thinks they have what it takes to eliminate Heller.



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Prove them wrong. Track down the three Helicopters that appear on your radar and destroy them all. There's a few ways you can tackle the choppers, depending on what abilities you have unlocked when you go after this mission.

You can weaponize the choppers and use their own rockets against them, steal nearby Blackwatch Rocket Launchers, directly attack them with your Powers, throw objects at them, or attack them with the Whipfist.

When the last one goes down, the Commander in charge pops out—consume him to end both him and the mission.





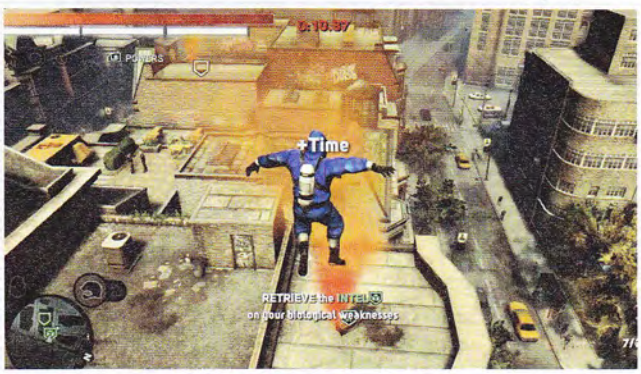
CARGO DELIVERY 18-A

1. Intercept the Helicopter
2. Retrieve the Intel containers
3. Defeat the Evolved Intel thief

This mission begins as a typical Cargo Delivery race. Head to the waypoint to intercept the Helicopter crash. The crates it drops contain information about Heller's DNA—not material he wants in Blackwatch's hands.

When you reach the last crate however, the mission takes a detour into unusual territory. An Evolved thief grabs the final crate of intel and flees the scene!

Pursue the Evolved across the city. When you finally run him down, defeat him to finish the mission.



STRONGHOLD 7-I

1. Travel to base Juliet Seven Three
2. Use the Hand Scanner to enter the base
3. Defeat the Brawlers inside the base
4. Consume Dr. Fischer

A Gentek science team is working towards weaponizing Infected specimens. During their research, specimens have broken free and are now attacking the base—poor Blackwatch.

Travel to the base and break in with a military disguise. This is even easier than usual, what with the mass of Infected fighting Blackwatch in the yard!

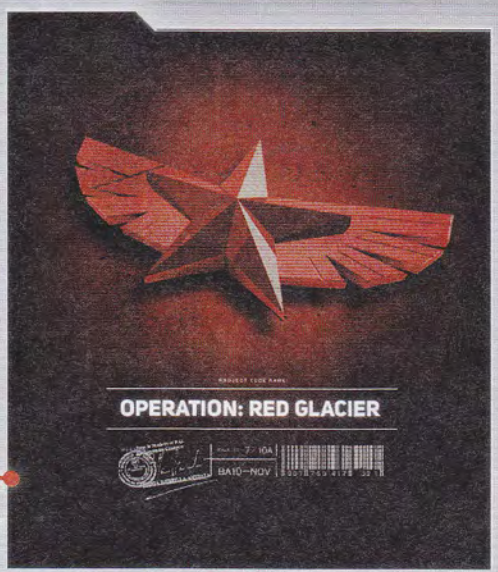
When you get inside, use another Hand Scanner to get into an interior chamber, and then dispatch the Brawlers rampaging in the base.



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Once they're dead, you can consume Dr. Fischer to end this particular research operation. Exit the base and leave the Alert to finish off the mission.



MISSION SET 7 — MUTATION REWARD — OFFENSIVE

OPERATION RED GLACIER

INFECTED SALVAGE 4-B

1. Travel to base Stronghold Three
2. Use the Hand Scanner to release the Brawlers
3. Kill the Brawlers



A Blackwatch team is planning the release of more Brawler specimens. Time to throw a wrench in their plans.

Travel to the base and use the Hand Scanner on the storage containers to release the Brawlers. When you do, they immediately flee the base. Chase them down and destroy them both to polish off this mission.

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SUPPRESSION 6-D

1. Destroy the APCs carrying the Biomass Scanners
2. Destroy the Helicopters to find the Biomass Scanner Engineer
3. Consume the Engineer

An experimental project to create a mobile device that can track Heller is in the works. You need to disrupt this little research experiment before it can go into mass production.

Follow the waypoints to the APCs equipped with the Biomass Scanners. Destroy all three—if you're going for the bonus, either destroy two or, to be safe, knock down one first and destroy it with a Devastator before knocking out the others.

After you've wiped out the APCs, a squad of helicopters arrives. One of them is carrying the Biomass Scanner Engineer. Destroy the Helicopters until the Engineer pops out of the wreckage from one of the helis. Consume him to end the mission!

BONUS: DESTROY ONE OF THE MARKED VEHICLES WITH A DEVASTATOR

THIS ONE REQUIRES A LITTLE PREP WORK. A DEVASTATOR ALONE USUALLY DOESN'T TAKE OUT AN APC, SO A LITTLE EXTRA WORK IS REQUIRED. FIRST BEAT THE APC DOWN INTO THE RED WITH REGULAR ATTACKS, *THEN* TRIGGER YOUR DEVASTATOR TO POLISH IT OFF.



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MISSION SET 8 MUTATION REWARD — DEFENSIVE

OPERATION VIVID FUTURE

CARGO DELIVERY 16-D

1. Consume the Evolved Dennis Wayne
2. Intercept the Helicopter
3. Retrieve the Intel on the Orion revival project

This mission starts out with a surprise. Your typical hunting target isn't human; it's an Evolved infiltrator! Beat down the Evolved to consume him and trigger the Blacknet mission.

A Blackwatch helicopter is carrying intelligence that could aid in reviving the Orion supersoldier project—not something Heller wants to see happen.

Head to the waypoint to intercept the intel. When the helicopter goes down, the race begins.

This race, however, has an additional wrinkle. On top of the normal time limit, you enter an Alert state the instant you pick up the first package. This means you have Blackwatch troops shooting at you the entire way, and helicopters pursuing you.

Despite this making the run more hazardous, you don't have the time to stop and fight. Stay focused on collecting the packages as swiftly as possible, as long as you are fast and mobile with jumps, air dashes, and sprinting, you can avoid the vast majority of incoming fire.

If you do have trouble with this mission, come back later after picking up some Movement evolutions and some Locomotion and Defensive mutations.



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After collecting the final package, exit the Alert to end the mission or, if you're feeling particularly vindictive, deliver some vengeance on the Blackwatch forces that you couldn't go after during the timed race.



GENTEK SUPPORT 12-C

1. Consume the first three scientists
2. Attempt to consume the final scientist
3. Defeat the Evolved

This mission starts as a typical Gentek Support mission—a group of Gentek scientists are vulnerable to elimination.

Hunt down the first group of scientists and consume them. Doing so reveals the location of a final scientist. Travel to his location and consume him...or at least attempt to. He's Evolved!

Worse, he has two Evolved buddies. Eliminate all three and consume the final scientist to finish off this mission.

BONUS: DEFEAT THE EVOLVED WITHIN 90 SECONDS

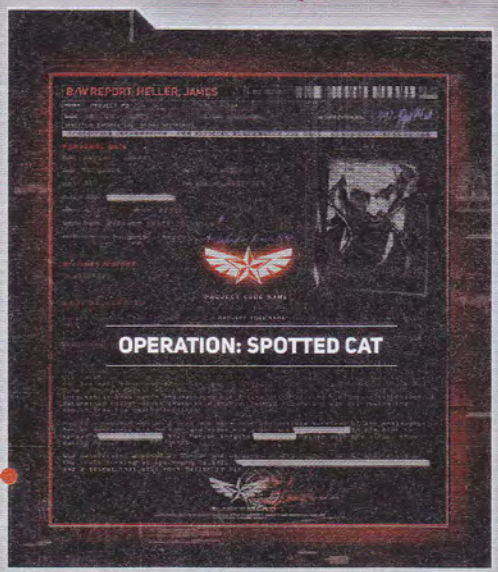
THIS IS ONE OF THE TOUGHER BONUSES IN THE GAME. TO PULL IT OFF, YOU NEED A GOOD NUMBER OF UPGRADES AND COMFORT WITH THE COMBAT SYSTEM.

USE BLADE AND TENDRILS TO INFLICT MAXIMUM DAMAGE WHILE TYING UP THE EVOLVED TO GET IN FREE HITS. USE YOUR BRAWLER PACK TO ADD MORE FREE DAMAGE.

OTHERWISE, SIMPLY IGNORE INCOMING DAMAGE AND PLAY EXTREMELY AGGRESSIVELY TO DOWN THE EVOLVED QUICKLY ENOUGH.



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MISSION SET 9 MUTATION REWARD — OFFENSIVE

OPERATION SPOTTED CAT

GENTEK SUPPORT 14-A

1. Stealth consume the Blackwatch Trooper without causing an Alert
2. Follow the Blackwatch patrol, do not break your cover
3. Defeat the Infected assaults
4. Consume the scientist working on the Antigen

This mission is a cool spin on the main story mission *A Stranger Among Us*. Just as in that mission, you must infiltrate a Blackwatch patrol and survive the mission *without* resorting to your Blacklight fueled powers.

In this case, a Gentek researcher is working on an Antigen that could be used to attack Heller. To get started, travel to the first waypoint and stealth consume the marked Blackwatch soldier without entering an Alert state.

Once you're embedded into the squad, set out with them and follow as they go on patrol. Take down the Infected assaults, without breaking cover.

BONUS: KILL THE INFECTED WITHOUT TAKING DAMAGE (FIVE KILLS)

THE INFECTED THAT ATTACK WHEN THIS BONUS IS ACTIVE ARE BASIC INFECTED ON THE GROUND, AND A HANDFUL OF FLYERS.

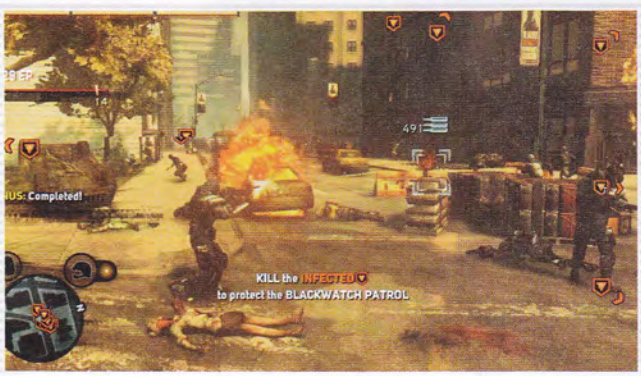
IF YOU'RE QUICK ABOUT ATTACKING THEM, YOU CAN EARN THE BONUS FROM THE GROUND-BASED MUTANTS BEFORE THE FLYERS ATTACK.

FLYERS PAUSE FOR A MOMENT BEFORE THEY LUNGE FOR A SUICIDAL EXPLOSION, SO YOU CAN TARGET THEM AND TAKE DOWN ANY THAT THREATEN BEFORE THEY CAN ATTACK.

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At the end of the patrol route, you're led to the scientists researching the Antigen project, standing around the fallen body of a Goliath. Consume them to end the threat.





BONUS: DESTROY A MARKED GUN TURRET BY THROWING A CAR AT IT

THERE ARE PLENTY OF WRECKED VEHICLES NEARBY. GRAB ONE AND LOCK ON TO A TURRET, THEN LOB THE CAR TO DESTROY IT.

Not a bad idea—attack and destroy the two turrets on the base wall, then head inside and use the Hand Scanner with a military disguise to sneak in.

Once inside, head through another scanner to get into the room containing the Whitelight. Activate the Incinerator in the room.



STRONGHOLD 9-B

1. **Go to the Whitelight facility**
2. **Destroy the Gun Turrets to distract the guards**
3. **Infiltrate the base**
4. **Activate the Incinerator and destroy the Whitelight supplies**
5. **Exit the facility and clear any Alert**

Athena contacts you with information about a Blackwatch facility that is storing Whitelight containers. That tainted chemical should have been destroyed, which means Blackwatch is, once again, up to no good.

Travel to the facility. When you arrive, Heller gets the bright idea of distracting the guards by destroying some of the sentry turrets protecting the base from the Infected hordes outside.

Doing so causes two of the guards to reveal themselves as Evolved, and triggers an Alert. Focus on grabbing the Whitelight containers and tossing them into the Incinerator.

Once you've destroyed all four, finish off the Evolved in the room, then exit the base and clear the Alert to finish off this mission.



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SUPPRESSION 12-F

1. Head to Base India Six Niner
2. Kill Blackwatch forces
3. Destroy the reinforcements to lure out Rottweiler
4. Destroy the helicopters and final tanks
5. Consume Rottweiler

Athena picks up a transmission from a foolish Blackwatch commander, codenamed Rottweiler. He's seeking to pick a fight with Heller. Wish granted.

Head to the waypointed base. When you arrive, lay waste to the Blackwatch forces in the vicinity.

Once they are down, reinforcements show up, in the form of a tank squad and more Blackwatch troops show up. Destroy these as well.

BONUS: DESTROY THE MARKED VEHICLES WITH YOUR BRAWLER PACK

THIS IS FAIRLY EASY, JUST BE SURE THAT YOU TARGET YOUR BRAWLER PACK (LOCK ON AND PRESS THE RIGHT ANALOG STICK), AND DON'T GO AFTER THE VEHICLES YOURSELF.

USE ANY NEARBY NORMAL SOLDIERS (OR SUPERSOLDIERS, FOR THAT MATTER) TO REFILL YOUR MASS BAR IN CASE YOU NEED TO RE-SUMMON YOUR BRAWLERS.

A helicopter and a final wave of tanks arrive, one containing the commander who so desperately wanted a face to face meeting with Heller. Give him what he wants, destroy the tanks, and when he is blasted out of his ride, consume him to finish the mission.

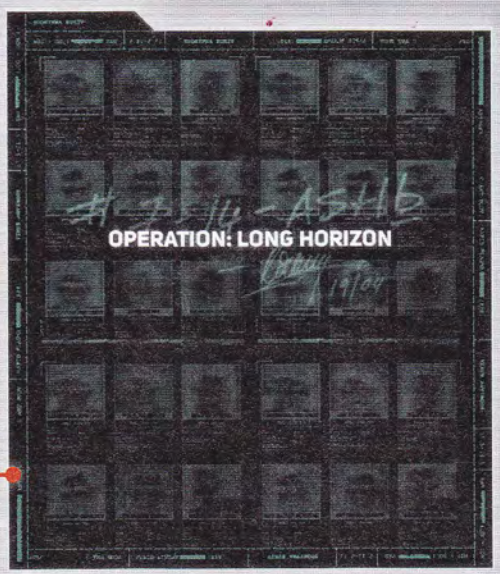








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MISSION SET 10 MUTATION REWARD — POWER SPECIALIST

OPERATION LONG HORIZON

CARGO DELIVERY 24-K

1. Hunt and consume the Evolved
2. Destroy the Helicopters before the Evolved can hijack them
3. Retrieve the Blackwatch munitions
4. Defeat the final Evolved

This mission completely turns the standard race formula on its head, in an interesting way.

First, hunt the target for this Blacknet mission. When you arrive at his location, you find him contained in a cage. Why? Destroy the cage and attempt to consume him to reveal an Evolved.

Defeat the Evolved and consume him to trigger the mission proper. Blackwatch helicopters porting heavy munitions through the city pose a serious risk should those weapons get into Blackwatch hands.

Now your job is to hunt down three helicopters, destroy them, and *then* recover the cargo they drop within the time limit.

You have to get into range of the helicopter and destroy it without letting it get away from you. The interesting part here is that the cargo drop is determined by where you destroy the helicopter. The cargo can potentially be scattered over rooftops and streets!

Hunt and destroy the choppers, then gather up the cargo before the time limit expires. When you take down the final chopper, one final Evolved emerges from the wreckage, furious with your interference.

Defeat this final Evolved to finish this mission.



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STRONGHOLD 9-D

1. Defeat the Evolved
2. Infiltrate to base Hotel Two Seven
3. Consume Dr. Vandiver and Commander Chapin
4. Exit the base and any Alert

When you arrive at the target, it's clearly not a normal Blackwatch soldier, given that he's hiding out on a rooftop with a Brawler pack around him!

Defeat and consume him. Afterwards, Athena contacts Heller—Blackwatch is experimenting with an ugly variant of the Blacklight virus. It's time to shut that operation down.

Head to the base and infiltrate it with a military disguise. This isn't hard, because when you arrive, the base is under heavy attack by Infected

BONUS: REACH THE COMMANDER WITHOUT CAUSING AN ALERT

THIS ISN'T TOO DIFFICULT AS LONG AS YOU ARE PATIENT. TAKE YOUR TIME TO SEND OUT HUNT PINGS, LOCATE WHITE TARGETS TO CONSUME, AND WHEN NECESSARY, LOCK ONTO SPECIFIC TARGETS AND SEND A PING TO SEE WHO IS WATCHING THEM.

IF YOU HAVE TO, BUMP A FEW TARGETS TO MAKE THEM CHANGE THEIR FACING. EACH CONSUMPTION MAKES THE NEXT EASIER, SO YOU CAN WORK YOUR WAY THROUGH THE WHOLE FACILITY WITHOUT CAUSING AN ALERT.

Inside, the situation is cooler. If you're going for the bonus, stay stealthy and work your way to the Commander quietly.

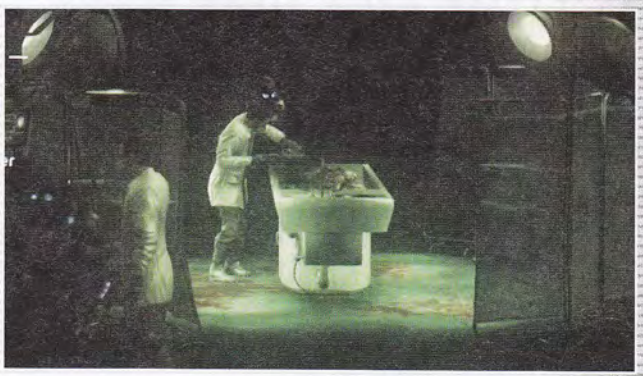
First, consume Dr. Vandiver to gain access to Commander Chapin. He's inside a second chamber, in the midst of an experiment.

Attempt the consume, but be prepared to fail, as Chapin is an Evolved! Beat him down and consume him to end his disgusting experiments.

BONUS: DEFEAT THE 8 BLACKWATCH TROOPERS WHO SAW YOU EXIT THE BASE.

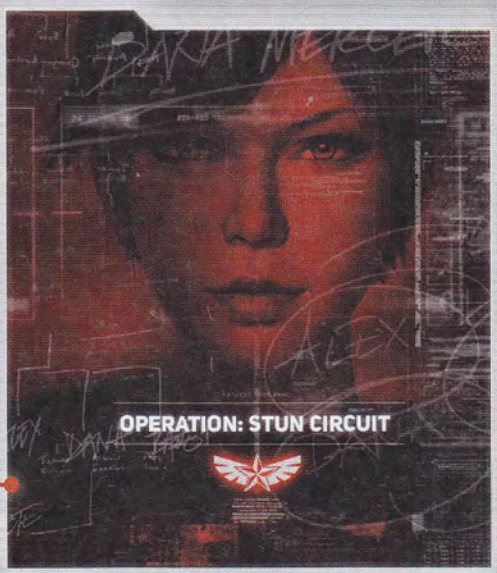
THIS BONUS IS EASY, AS LONG AS YOU STICK AROUND AND TAKE DOWN THE BLACKWATCH SQUAD AT THE BASE EXIT, YOU CAN EARN IT AND THEN LEAVE THE ALERT.

Once he's down, leave the base. You're not quite out of the fire yet though, as another squad of Blackwatch troops are waiting for you. Eliminate this final squad to earn the second bonus, then you can leave the area to finish the mission.





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MISSION SET 11 MUTATION REWARD — PREDATOR

OPERATION STUN CIRCUIT

CARGO DELIVERY 25-D

1. Reach the overlook to survey the crash site
2. Recover the tracking equipment

Blackwatch is closing in on Athena's location using a suite of tracking equipment. When a helicopter carrying that equipment goes down, it's a race against Blackwatch to recover it all in time.

There are no tricks in this final Cargo Delivery mission, but it is difficult. The full force of Blackwatch is deployed to stop you, with Rocket Launcher equipped soldiers on almost every rooftop and helicopters chasing you for the entire run.

If you have trouble here, you can always come back later after acquiring more upgrades to ease the run. Note that even with full upgrades, you can still fail this mission if you slip up and eat a few rockets mid-run.

Move fast, stay mobile, don't ever give Blackwatch an easy target and you can get through this in one piece.



SUPPRESSION 13-C

1. Destroy the Tanks to flush out Commander Collins.
2. Pursue the Evolved
3. Destroy the helicopter
4. Defeat and consume the Evolved

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A foolish Lt. Colonel Collins contacts Heller directly, offering to split a bounty on Athena's head if he gives up her location. Yeah. That's not happening.

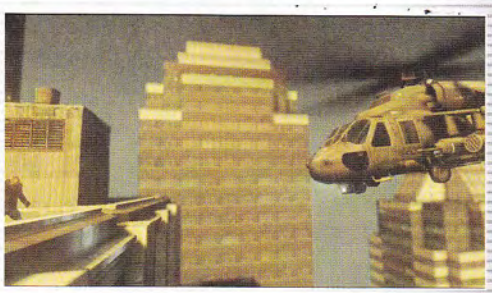
He's a tank commander, so your first task is to track down the tanks and destroy them all. When you do so, Collins pops out of the last tank—attempt to consume him.

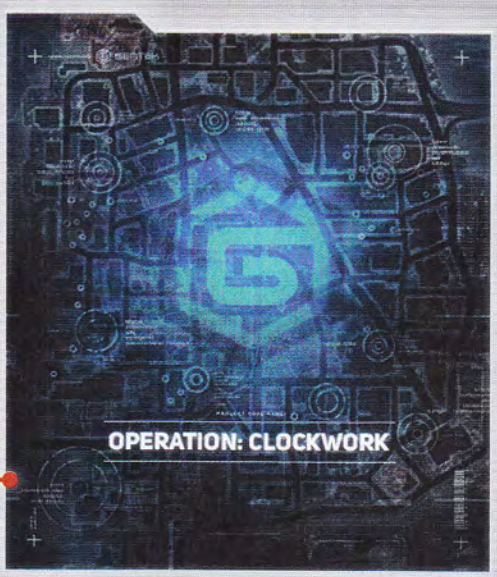
Collins turns out to be an Evolved—and he takes off like a shot. Chase him!

Collins flees across the Red Zone at speed, bounding across buildings and leading you up onto the skyscrapers above.

When you finally track him down, he hops into a waiting helicopter and opens fire. Take down his ride with a few thrown objects from the rooftop, or nail him with some Long Shot hits from your Whipfist.

In either case, once you've grounded the helicopter, Collins finally emerges for a fair fight. Beat him down and consume him to end this mission set.





MISSION SET 12 MUTATION REWARD — OFFENSIVE

OPERATION CLOCKWORK

GENTEK SUPPORT 15-G

1. Hijack the helicopter
2. Travel to the Hot Zones and recover the three scientists
3. Get some altitude and leave the scientists to...enjoy the view

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There are three Gentek VIP scientists scattered about the Red Zone. Overhearing a communication from a helicopter pilot, Heller gets the bright idea of crashing this party. Travel to the waypoint to find the helicopter and hijack it before the real pilot can lift off.

Now travel to the first of three hot zones, located atop a skyscraper—you need to clear out the Flyers in the air before you can land and pick up the scientist. Destroy them (easiest with cannons), then land and grab the target.

The second hot zone is in a park, and this time you have to deal with ground based Hydra on top of the Flyers. Use your rocket pods to dispatch the Hydras, firing point-defense rockets to destroy any incoming debris.

Once the area is clear, land and pick up the second scientist, and then head for the final hot zone.

BONUS: DESTROY THE HYDRA WITHOUT TAKING ANY DAMAGE

THIS IS A LITTLE TRICKY DUE TO THE PROXIMITY OF NEARBY SKYSCRAPERS RESTRICTING YOUR HORIZONTAL MOBILITY, BUT AS LONG AS YOU'RE QUICK ON THE TRIGGER WITH YOUR POINT DEFENSE ROCKETS, YOU CAN DESTROY ANY INCOMING OBJECTS FLUNG BY THE HYDRA.

THE FLYERS CAN ALSO RUIN YOUR ATTEMPT, SO EITHER ATTACK THE HYDRA AGGRESSIVELY WHILE STAYING MOBILE, OR TAKE OUT THE FLYERS FROM A DISTANCE THEN MOVE IN TO FINISH THE HYDRA.

The last hot zone is right in the middle of the ruined downtown, and more Flyers and Hydra are waiting for you. Take them out and pick up the last scientist.

Now travel back to the base while Heller talks some information out of his passengers. When you reach the base, Heller has had enough of their plans—ascend to maximum altitude and *bail out of the helicopter*. Sucks for the scientists.



When you land, this mission is done!



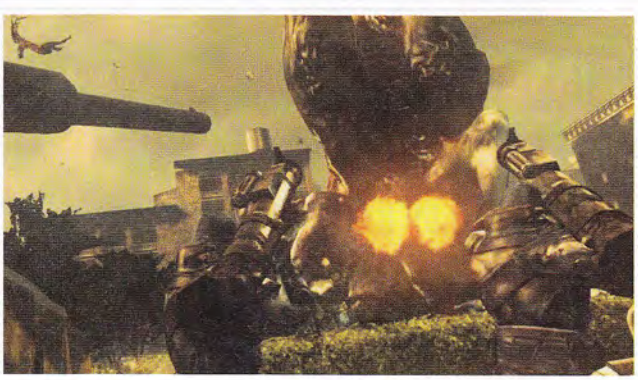
INFECTED SALVAGE 8-D

1. Go to the containment site
2. Defeat the Goliath

A radio communication comes in over Blacknet, alerting Red Crown command that a Goliath has been secured for capture. Nothing could possibly go wrong with *that* plan.

Head to the containment site. When you arrive, unsurprisingly the Goliath breaks free. Time to take it down! By this stage of the game you should have a good chunk of your upgrades, making this an easier fight than any earlier Goliath encounter, but don't underestimate the beast.

Tear it apart the same way as the others—stun it with an attack when it exposes itself, cut off its leg, then its arm, and finally its head.



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Consuming the Goliath and bailing out on any Alert finishes this task!



INFECTED SALVAGE 8-A

1. Defeat the Evolved
2. Reach the Gentek facility
3. Consume the Commander and enter the base
4. Defeat the Infected specimens
5. Leave the base and exit the Alert

When you track down the target for this mission, he is revealed as an Evolved. Defeat and consume him to begin the mission proper.

BONUS: CONSUME FIVE OF THE INFECTED SPECIMENS

THIS CAN BE A BIT TRICKY, AS THREE OF THE SIX ARE JUGGERNAUTS, AND THE REMAINING THREE ARE BRAWLERS, *PLUS* ALL THE BLACK-WATCH IN THE AREA ARE SHOOTING AT YOU AS WELL.

YOU NEED TO BEAT DOWN FIVE OF THE SIX INFECTED AND CONSUME THEM WITHOUT ANY OF THEM DYING. IT'S DOABLE, BUT YOU HAVE TO BE CAREFUL WITH YOUR ATTACKS, AND AVOID USING DEVASTATOR.

PACK LEADER HELPS A LOT WITH THE FIGHT, AND AS LONG AS YOU FOCUS THEIR ATTACKS, YOU CAN ALSO SPEED UP THE CONSUMPTION.

The Evolved are breeding superior Infected specimens in Gentek facilities—you need to put a stop to this. Travel to the Gentek facility and consume the Commander outside to gain access, then head inside.

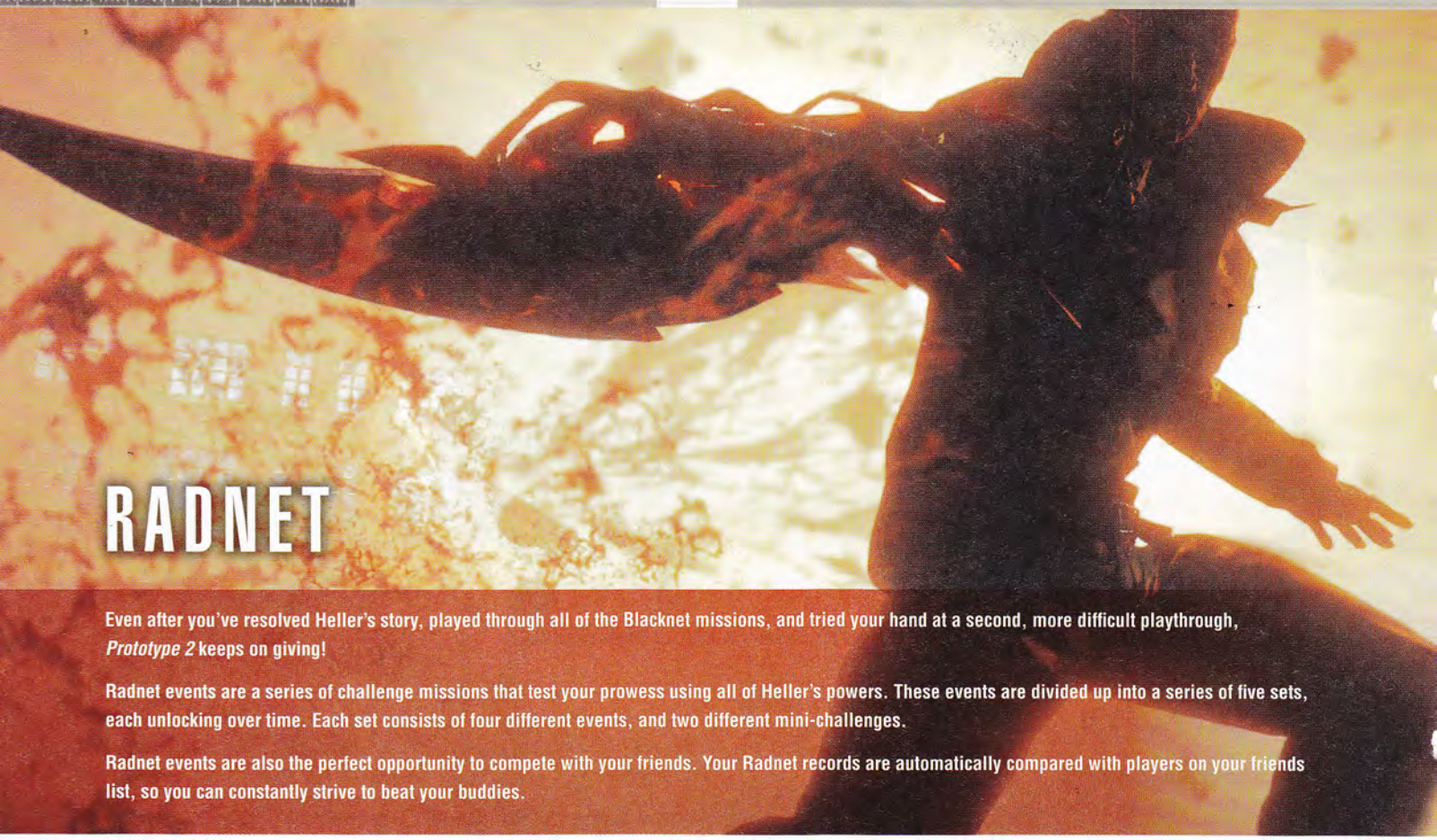
Within the facility, you can activate a Hand Scanner to free the Infected specimens. There are two chambers containing the Infected.

The left chamber holds a Juggernaut and two Brawlers, while the right holds *two* Juggernauts and a Brawler. Wipe all of them out to end this experiment, then leave the base to complete this mission, this mission set, and if you've been doing them in sequence, your final Blacknet mission!





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RADNET

Even after you've resolved Heller's story, played through all of the Blacknet missions, and tried your hand at a second, more difficult playthrough, *Prototype 2* keeps on giving!

Radnet events are a series of challenge missions that test your prowess using all of Heller's powers. These events are divided up into a series of five sets, each unlocking over time. Each set consists of four different events, and two different mini-challenges.

Radnet events are also the perfect opportunity to compete with your friends. Your Radnet records are automatically compared with players on your friends list, so you can constantly strive to beat your buddies.

COLLATERAL DAMAGE

Smash up Blackwatch troops with Heller's powers. You are given a series of "drops" to score kills using Hammerfist power attacks from the air. If you touch the ground without attacking, you lose a drop.

Any unused drops at the end of a round give you +10 kills. Typically you can earn a gold medal by the third round if you aim very carefully. Beyond that point, going after your friends' records requires very precise aim.

Gliding control is key here, you need to come in as low to the ground as possible to aim your power attack. Hold Attack for a circular ground spike to clear clustered groups, and hold Secondary Attack for a linear spike line to clear rows of troops.

Many rounds have explosive barrels that must be hit to kill all of the troops, either more efficiently, or to complete a round at all.

RECOVERY

These are race events similar to the Cargo Delivery Blacknet missions. We strongly recommend you acquire *all* of Heller's mobility upgrades before tackling these seriously.

INCINERATION

Toss Radnet barrels into the incinerators. You can do these very quickly by targeting a barrel, then holding Grab while in mid-air to perform a diving grab.

Once you have the barrel in hand, aim for the incinerator, lock on, and throw the barrel to deposit it safely.

This technique, combined with the fundamentals of fast movement trained in Recovery, Cargo Delivery, and simply traveling around the city, is the key to good scores.

RAMPAGE

Lay the smack down on Infected and Blackwatch. These are pure combat missions, against Infected, Blackwatch, or both—sometimes even with some normal military interlopers!

You earn points for all offensive actions, and killing any target. Aggressive play is rewarded with high scores here, as is using the right tool for the job.

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IMPORTANT NOTE!

>>> You are not penalized with lost time for switching weapons. When you bring up the weapon selector, time stops.

Use this advantage to switch between Blade (for Brawlers and Supersoldiers) and Hammerfist (for Juggernauts), or Whipfist for masses of weak enemies or ranged attacks, as needed.

CHOPPER

These events provide fun times in the sky with Helicopter focused challenges. Use your chopper wisely in these race based events.

While practice makes perfect, probably the two most important tips are to use the analog stick to control your tail when going around buildings to avoid bashing it and losing speed, and being *sure* that you aren't too low when going over rooftops, or you can get hung up on the edge and lose all of your speed.

CHALLENGES

Challenges are miniature tests of your skill. They can be accomplished at *any time* while roaming the world, and consist of such tests as: most number of successful melee strikes without getting hit, kill 30 Infected targets with a Grenade Launcher in 30 seconds, Longest Glide, and so on.

CHALLENGE RECORDS

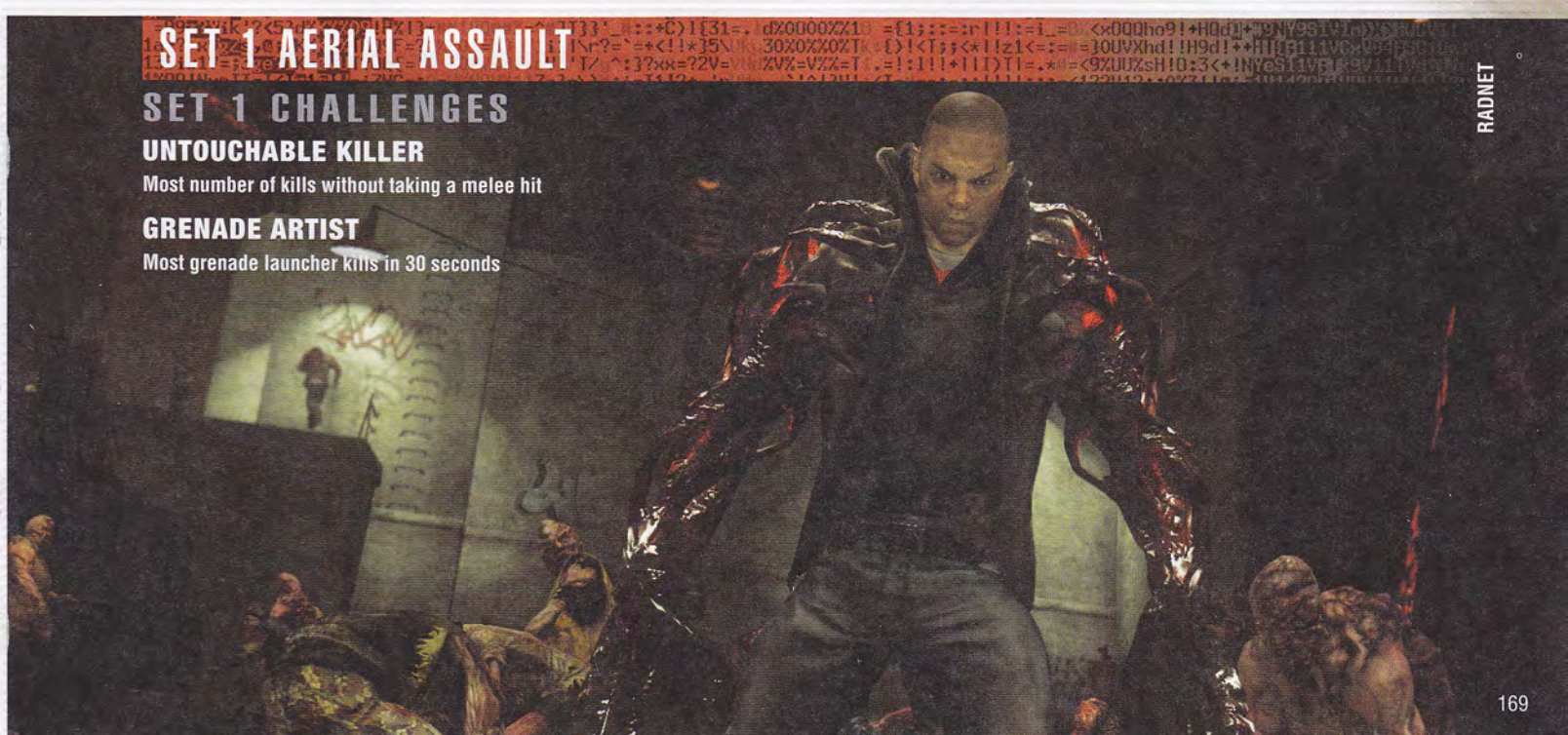
On top of the basic Radnet Events, there are also a series of constantly tracked Challenges. These are simply records, everything from how much Mass you consumed in 30 seconds, to how much military damage you did, in millions of dollars!

SPECIAL CHALLENGES

>>> There are two challenges that are unlocked when each Radnet mission set goes live. Once active, you can earn progress in them and compare with your friends (or foes) just like the rest of the Challenges that are open from the start.

THE REWARDS

Completing Radnet mission sets unlocks new developer videos, and eventually, new skins for Heller! Each completed mission set awards a Mutation and a video, while completing all of the mission sets earns you a new skin.



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SET 1 EVENTS

COLLATERAL DAMAGE — BLAST RADIUS
GOLD/SILVER/BRONZE — 110/70/32 KILLS

You start at the top of a building in the Yellow Zone. Below are two groups of Blackwatch troops arranged in rings.

Drop down from above and use Hammerfist power attacks to kill as many troops as possible in as few drops as possible.

To get the high score in this event, aim for dead center in the middle of the Blackwatch troops and then hold the Attack button to power bomb with ground spikes.

To reach the center reliably, drop low to the ground before you glide, then glide in slowly over the center of the ring—the higher in the air you are before you start your Hammerfist drop, the greater the chances of missing your target.

You have three drops in each round to kill all of the Blackwatch soldiers. An unused drop gives you a 10 point bonus. Hold Attack to perform the circular Eruption attack, or Secondary Attack for a frontal Shockwave attack when dropping.



RECOVERY — CITY SALVAGE
GOLD/SILVER/BRONZE — 1:36/1:41/1:47

The first and most basic Recovery event, this mirrors the Cargo Salvage races you performed during the Blacknet missions.

The difference here being, of course, the ability to humiliate your friends...

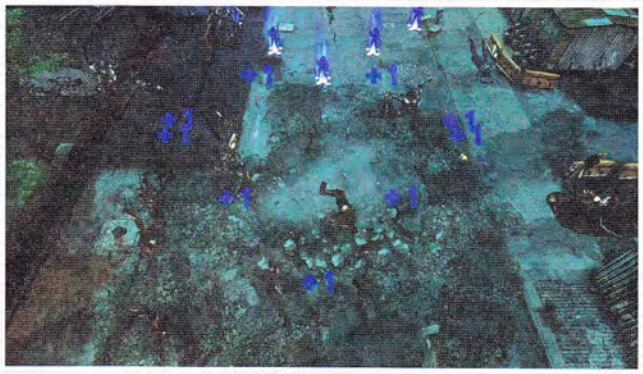
There are 18 containers spread throughout the Yellow Zone; race to collect them all as quickly as possible.



COLLATERAL DAMAGE — CROSSHAIR
GOLD/SILVER/BRONZE — 58/50/35 KILLS

Unlike the first collateral event, this one has the soldiers lined up in X patterns. Aiming for the center works fine at first, but once they line up in multiple "stacked" X's, you need to aim for the outer edges of the center. Doing so lets you maximize kills by taking out both the outer X and part of the center.

After the basic X's, they start to spread out, making full clears *very* precision dependent. If you're even a hair off center, you won't score a squad wipe.



RECOVERY — ROOFTOP RECON
GOLD/SILVER/BRONZE — 1:19/1:25/1:32

Gather Mutagen from 19 containers scattered across the rooftops of the Green Zone.

There are a lot of significant drops here. Learning to use the drop-kick to speed up your descent is very helpful for shaving seconds off your time.

Also remember that any time you use an air glide when fully upgraded, you drift a bit longer, which can hurt your time if you're trying to fall.



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SET 2 DROP DEAD

SET 2 CHALLENGES

HAMMERFIST DIVER

Most kills with the Ground Spike attack

SHOTPUTTER

Longest thrown object

SET 2 EVENTS

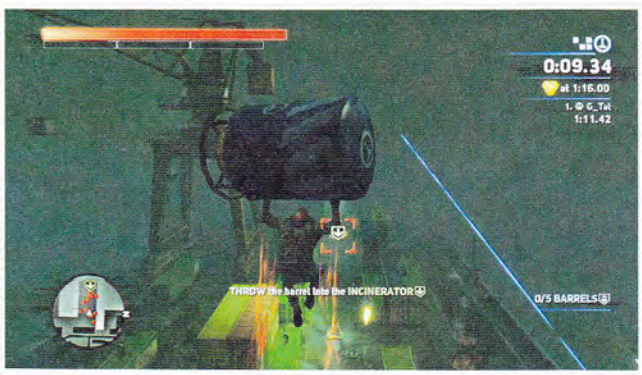
INCINERATION —• GAUNTLET
GOLD/SILVER/BRONZE —• 1:16/1:26/2:00

The inaugural barrel tossing games begin down at the pier in the Yellow Zone.

There are five barrels located in a rough pentagon pattern straight out from where you start, with the incinerator directly behind you. There are also annoyingly placed Blackwatch soldiers with rocket launchers.

Sprint forward, get some air, then immediately lock on to a barrel and do a dive grab to pick it up. Spin around, leap up high, and lock on to toss it into the incinerator.

This basic pattern is what you want to follow on every incinerator mission...preferably while not taking rockets in the face.





RAMPAGE —• OUTBREAK
GOLD/SILVER/BRONZE —• 30K/24K/15K

Lay the smack down on a horde of Infected beneath the overpass in the Yellow Zone.

You begin facing off against a Juggernaut and two Brawlers, along with a mass of basic Infected around you.

You can tie up all three with Tendrils, then tear off pieces to heavily damage them, ending with a finish of Hammerfist or Blade, for the Juggernaut and Brawlers respectively.

More enemies constantly pour in as you defeat them, so stay busy beating up basic Infected when no larger target is present.



INCINERATION —• CROSSFIRE
GOLD/SILVER/BRONZE —• 1:24/1:34/1:56

There are four barrels up on rooftops nearby: two to the right, two to the left. Conveniently, there are two incinerators placed back to back facing each of the barrels.

Again, the tricky part here is avoiding incoming rockets while you go for the barrels. Remember that as soon as you toss a barrel towards the incinerator, you need to be changing your direction and air dashing immediately, so as to not waste time.



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RAMPAGE — THE FINAL SHOOTOUT
GOLD/SILVER/BRONZE — 45K/35K/28K

Face down military and Blackwatch troops in the Yellow Zone stadium.

This time you're up against basic soldiers, Orion supersoldiers, and helicopters. You can use the cars nearby to fling at the helicopters, or use your Whipfist.

Note that you can weaponize the helicopters, but the points for using weapons aren't necessarily better than using your melee powers efficiently. Experiment with using them to blast specific targets and see how it affects your score compared to simply slicing and dicing targets as quickly as possible.

Chowing down on a supersoldier gives you good Mass for unleashing special attacks here, just as eating Brawlers or Juggernauts does, so be sure to take advantage of it.

SET 3 FULLY LOADED

SET 3 CHALLENGES

GRAVITY DEFIER
Longest Glide

STRATEGIC DEVASTATOR
Most Devastator kills

SET 3 EVENTS

COLLATERAL DAMAGE — GRAND SLAM
GOLD/SILVER/BRONZE — 104/85/45 KILLS

This event starts easy, but very quickly grows more challenging. You have a clean avenue of approach to the stadium from the outer rim, so glide in and go for smooth clean landings.

You start with four dives, and multiple rings of soldiers with barrels within them. As with the previous Collateral event, aim for the outer edge of the center of the formation, so that you can detonate a barrel and pick off center soldiers at the same time to clear the rounds more efficiently.

The second round forces you to learn perfect Shockwave aim. Lines of soldiers lead out to barrels with more clustered soldiers, so the only way to get all of the kills is to land a Shockwave right at the start of the line that tags the barrel. This may take a few attempts to get the aiming down just right.

Remember that your initial impact is lethal to nearby soldiers. This quickly becomes important when later rounds put you up against lines of soldiers that are more spread out. You have almost zero margin for error when you land to take out every target.



RAMPAGE: SURVIVAL OF THE FITTEST
GOLD/SILVER/BRONZE: 80K/50K/30K

Face down Blackwatch and two Evolved at the same time on the street in the Green Zone.

You can tear up the Evolved and nearby Blackwatch by using the Tornado attack on the Blade, but don't bother with Tendrils or Hammerfist here; the Evolved are too nimble.

Dodge or block incoming attacks to avoid or stagger the Evolved, and counter-attack if you trigger a special attack prompt.

From this Rampage on, you should really be fully upgraded in terms of combat abilities to have a good chance of outscoring your buddies.



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INCINERATION — PIT
GOLD/SILVER/BRONZE — 1:05/1:25/1:55

This is a tricky mission. There are five barrels spread out in an arc in front of you, but they are widely spaced, and all are on rooftops.

The lone incinerator is right by your starting position on the ground level. The problem here is that eating a rocket in the wrong place can send you tumbling down to ground level, wasting a ton of time.

Try to keep yourself over the rooftops, so if you do eat a hit, you don't fall far. Naturally, avoiding all hits is mandatory if you want to perfect your score!



RECOVERY — FREEFALL
GOLD/SILVER/BRONZE — 1:23/1:30/1:35

Your goal in this race is the 19 containers filled with Mutagen in the Red Zone.

This race really tests your ability to perform accurate, speedy drops from heights. There are huge vertical shifts between the containers here, so you have to drop quickly or you waste too much time in the air.

When handling the few shorter jumps that do exist in this race, remember to moderate your Jump button push so that you only gain a moderate amount of height.



SET 4 RACE AGAINST TIME

SET 4 CHALLENGES

BIO-BOMBER
Most kills with a single Bio-Bomb

ROCKET SHARPSHOOTER
Kill 35 targets with a Rocket Pod in 30 seconds while piloting an air transport

SET 4 EVENTS

CHOPPER — CORKSCREW
GOLD/SILVER/BRONZE — 1:19/1:25/1:45

This is your inaugural Chopper event! Use this chance to get a feel for the race gates that you have to pass through. You don't need to enter them fully to make them count, and clipping some of the trickier gates can shave a precious few seconds off your time.

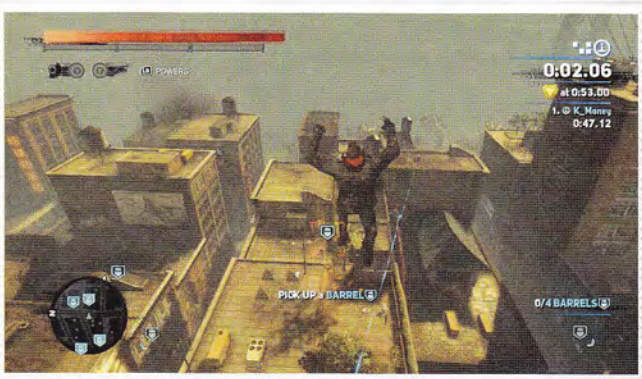
There are 24 gates scattered throughout the Red Zone, and a good number of them demand that you fly in very close proximity to buildings around sharp corners. Stay as close as you can, but not at the risk of bumping anything and losing speed.



INCINERATION — PILLAR
GOLD/SILVER/BRONZE — 0:53/1:05/1:45

There are four barrels this time, all on rooftops, as are the two incinerators.

Two of the barrels are in front of the incinerators, two behind. To get a good time, grab and toss the two paired barrels before moving to the second pair.

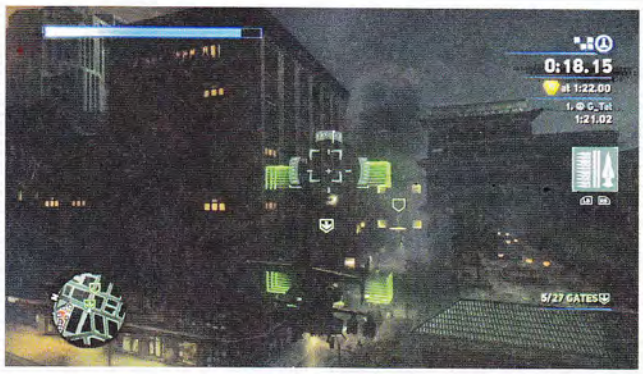


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CHOPPER — DISASTER ZONE
GOLD/SILVER/BRONZE — 1:22/1:25/1:40

27 gates take you through the highs and the lows of the Red Zone. The constant altitude changes here can trip you up if you clip the edge of rooftops.

Remember that your helicopter is tilted at an angle, so you need to have slightly more clearance than you might think to avoid not just the roof itself, but all the bits sticking up from it as well.



RECOVERY — RUINS
GOLD/SILVER/BRONZE — 1:32/1:38/1:55

This event includes 27 containers in the Red Zone. This one is a doozy, as it sends you sprinting along the edges of tilted skyscrapers and even up a lump of Infected biomass. Gross.

There are several rooftops with multiple containers, so make sure you handle your sprinting carefully to manage the turns, sprinting past a container (or worse, running off the edge) loses you a lot of time.

Otherwise, just watch your transition time from rooftop to rooftop to shave seconds, using dives to cut time off the long descents.



SET 5 ARMAGEDDON

SET 5 CHALLENGES

INFECTION SPREADER
Infect at least 50 humans with toxic barrels in 30 seconds

STRIKE TEAM KILLER
Fastest Strike Team destruction

SET 5 EVENTS

COLLATERAL DAMAGE — KAMIKAZE
GOLD/SILVER/BRONZE — 85/70/55 KILLS

Unsurprisingly, the gloves come off on the final Collateral Damage mission.

The layout for this level is positively evil, as you start on a rooftop nearby, but your target soldiers are on the other side of a skyscraper.



The only way to reach them is to glide around the building from the left or the right. You need to use both approaches, but no matter which route you take, you have to make sharp turns, and that makes lining up your landing much more difficult.

There's a mix of circular targets and straight line Shockwave rows that you have to hit perfectly to detonate explosive barrels here. Consequently, your lineup is *extremely* important, so try to come in low and slow, then do the final adjustments to your aim as you drop to the ground.

CHOPPER — FLYOVER
GOLD/SILVER/BRONZE — 1:17/1:21/1:30

This chopper level tests your nerve as you pass under the freeway and fly around cranes by the pier in the Yellow Zone through 24 gates.

The early part of this mission is actually easier than the Red Zone flying, but the middle has you swooping through cramped areas between buildings and underneath the freeway. Use gentle altitude adjustments; anything more is guaranteed to send you crashing into *something*.



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RAMPAGE — BATTLE ROYALE
GOLD/SILVER/BRONZE — 85K/50K/38K

Here you encounter a full blown riot in the Red Zone, with Blackwatch, Infected, and regular military going at it. Tanks, check. Supersoldiers, check. Juggernauts, check. Brawlers, soldiers, Infected? Check!

You can rack up points any number of ways here, focusing on or avoiding either the Blackwatch or Infected creatures as you see fit.

Be sure to mix up your Power selection here, using the right weapon for whatever group of enemies you're tackling can pile on thousands of points to your score.

CHOPPER — GORGE
GOLD/SILVER/BRONZE — 1:17/1:21/1:30

Facing 23 Gates in the Yellow Zone might seem easier than the other events, but it's not. This event sends you through the tightest spaces Radical could find, under the freeway and between extremely narrow spaces barely wide enough to fit the chopper.

The nastiest spots tend to be turns that are nearly blind, as it's very hard to see exactly which way you need to be facing to avoid a nose or tail collision.

Take a few practice runs where you slow down and examine the terrain between gates to plot a course. You don't have time to scan the terrain or guess which way to turn on a full speed run.



PLATINUM MEDALS

>>> Upon completion of the game, a new, harder tier of Platinum Medals are unlocked for all Radnet challenges.

Of course, if you are *especially* awesome, you may have already surpassed these scores, but there are always your friends' scores to take down...

SET 1	
Blast Radius	140 KILLS
City Salvage	1:28
Crosshair	65 KILLS
Rooftop Recon	1:12
SET 2	
Gauntlet	1:00
Outbreak	70K
Crossfire	1:00
The Final Shootout	70K
SET 3	
Grand Slam	124 KILLS
Survival of the Fittest	110K
Pit	0:58
Freefall	1:16

SET 4	
Corkscrew	1:17
Pillar	0:48
Disaster Zone	1:19
Ruins	1:28
SET 5	
Kamikaze	160 KILLS
Flyover	1:14
Battle Royale	140K
Gorge	1:14

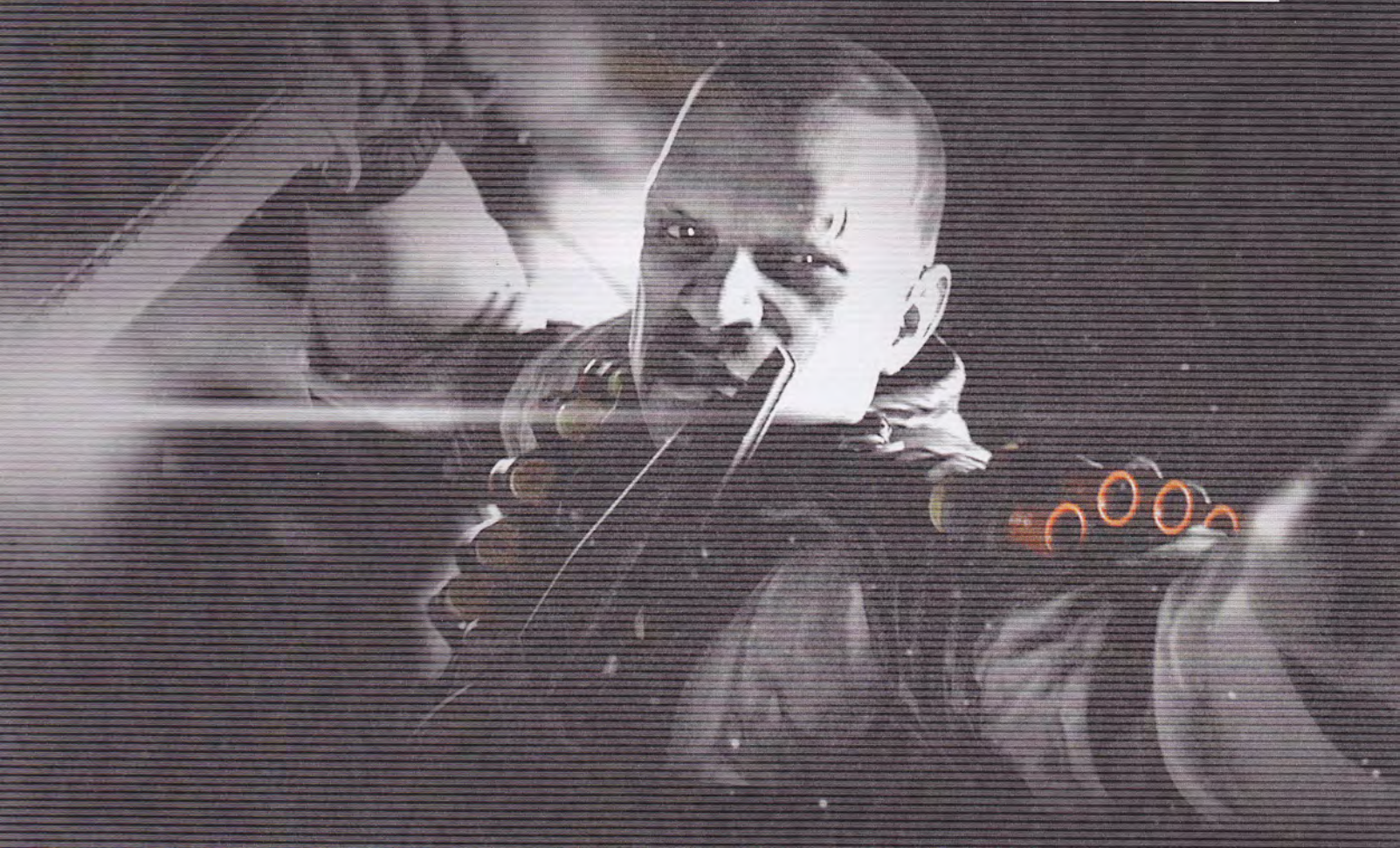


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ACHIEVEMENTS AND TROPHIES

ACHIEVEMENT/TROPHY	CONDITIONS	GAMERSCORE	TROPHY COLOR
Platinum Trophy	Unlock all Trophies in PROTOTYPE 2.	N/A	Platinum
It's an Epidemic	Complete MEET YOUR MAKER.	10	Bronze
I Want Some More	Complete RESURRECTION.	10	Bronze
Religious Experience	Meet Father Guerra.	10	Bronze
This is a Knife	Acquire a Prototype Power.	20	Bronze
Project Closed	Complete a //BLACKNET operation.	20	Bronze
The Mad Scientist	Complete NATURAL SELECTION.	30	Silver
Something to Live For	Complete FALL FROM GRACE.	30	Silver
What a Bitch	Complete LABOR OF LOVE.	30	Silver
Murder Your Maker?	Complete the game.	100	Gold
Follow Your Nose	Find all BlackBoxes.	30	Silver

ACHIEVEMENT/TROPHY	CONDITIONS	GAMERSCORE	TROPHY COLOR
Up to No Good	Defeat all Field Ops teams.	30	Silver
Strike, You're Out.	Destroy a Strike Team in 15 seconds or less.	10	Bronze
Compulsive Eater	5 consumes in 10 seconds or less.	10	Bronze
Do the Evolution	Acquire 5 Mutations.	20	Bronze
Just a Flesh Wound	Dismember a Brawler.	10	Bronze
All Together Now	10 or more kills with a single Black Hole attack.	20	Bronze
Back Atcha!	Deflect 5 missiles at enemies using Shield Block.	20	Bronze
Two for the Price of One	Simultaneously kill 2 Brawlers using a single Devastator.	20	Bronze
Lair to Rest	Destroy a single Lair.	15	Bronze
Hijack Be Nimble	Stealth hijack 5 tanks or APCs.	15	Bronze
Road Rage	Destroy 10 Blackwatch tanks, APCs or helicopters using a single hijacked tank or APC.	20	Silver

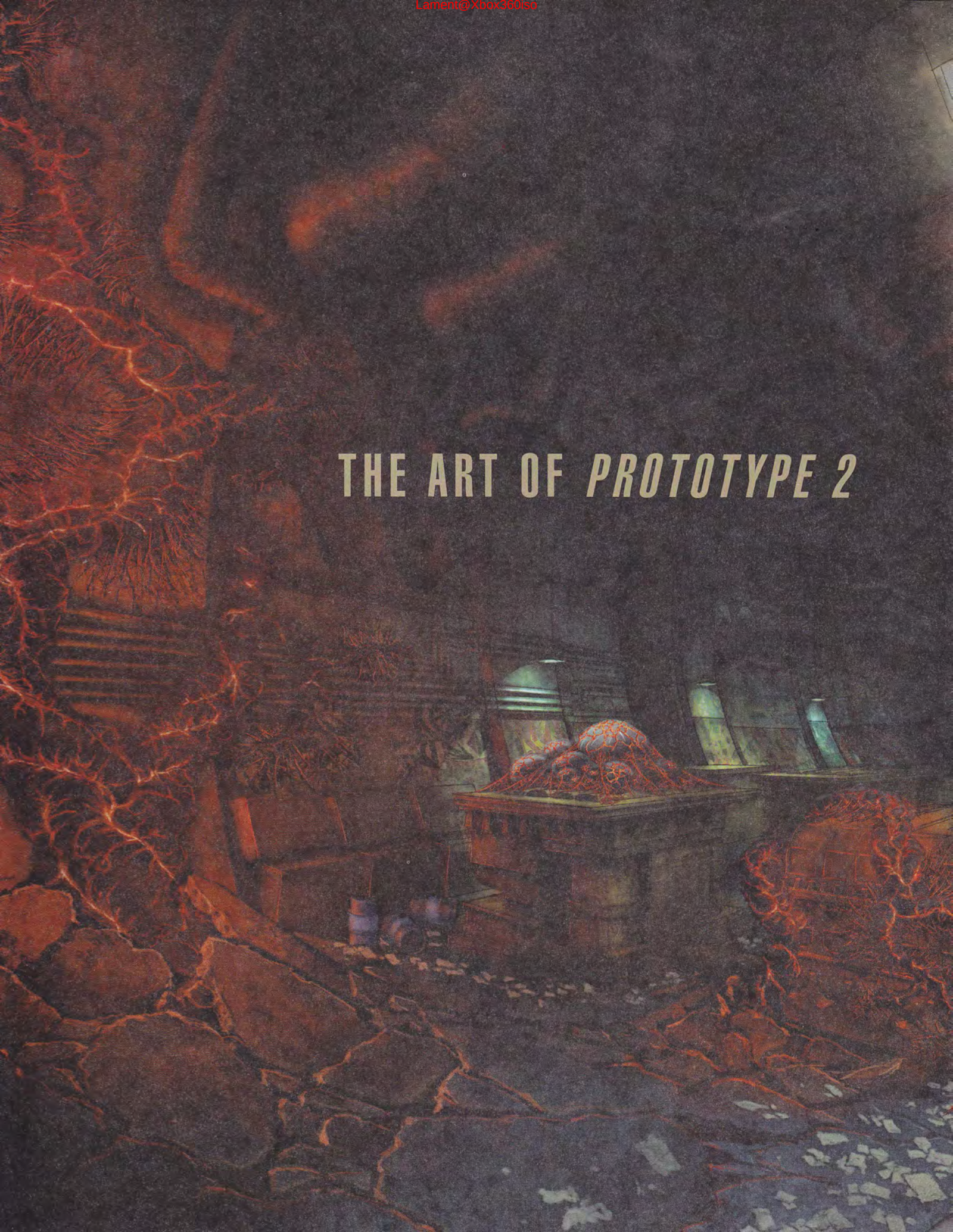


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ACHIEVEMENT/TROPHY	CONDITIONS	GAMERSCORE	TROPHY COLOR
Who Watches the Watchers?	Consume 10 //BLACKNET targets.	20	Silver
Hard to Please	Acquire a Mutation in each of the 5 categories.	20	Silver
The Floor is Lava	Travel a half mile using only Wall Run, Glide, Jump and Air Dash.	15	Bronze
Cannonball!	20 or more kills with a single Hammerfist dive attack.	10	Bronze
You're the Bomb	10 or more kills using a single Bio-Bomb.	10	Bronze
Sic 'em!	Destroy 5 helicopters using Pack Leader.	20	Bronze
Over-Equipped	Weaponize 10 vehicles.	20	Bronze
The Best Offense	Counter enemy attacks 20 times using Shield.	20	Bronze
Arcade Action	Karate kick a helicopter.	10	Bronze
I Caught a Big One!	Mount a helicopter using Whipfist.	10	Bronze
Anger Management	Destroy 5 vehicles using a Finisher.	20	Silver

ACHIEVEMENT/TROPHY	CONDITIONS	GAMERSCORE	TROPHY COLOR
So Above It All	Spend at least 25 consecutive seconds in the air (helicopters don't count).	20	Silver
Vitamin B-rains	Acquire 10 upgrades through Consumes.	10	Bronze
Eating Your Way to the Top	Acquire 30 upgrades through Consumes.	30	Silver
Finally Full	Acquire all 46 upgrades through Consumes.	50	Gold
Icarus	Reach the highest point in the world.	15	Bronze
Spindler's Search	Destroy all Lairs.	40	Silver
//BLACKNET Hacker	Complete all //BLACKNET dossiers.	40	Silver
One by One	Stealth Consume 50 Blackwatch troopers.	20	Bronze
Wanted Man	Trigger 50 alerts.	20	Bronze
All Growed Up	Fully upgrade Heller.	50	Silver
Master Prototype	Complete the game on HARD difficulty.	50	Silver

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THE ART OF *PROTOTYPE 2*

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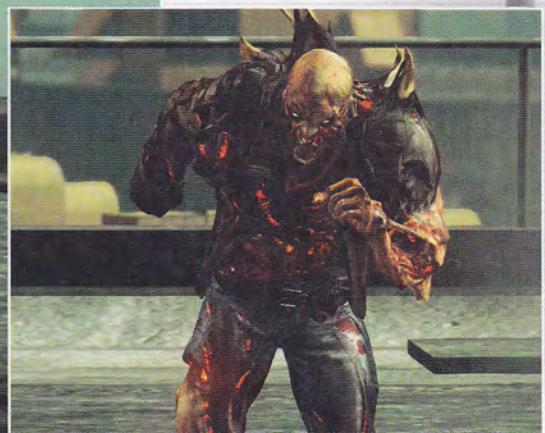






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BLADE



CLAWS



HAMMERFIST



TENDRILS



WHIPFIST

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[PROTOTYPE 2]

OFFICIAL STRATEGY GUIDE

Phillip Marcus

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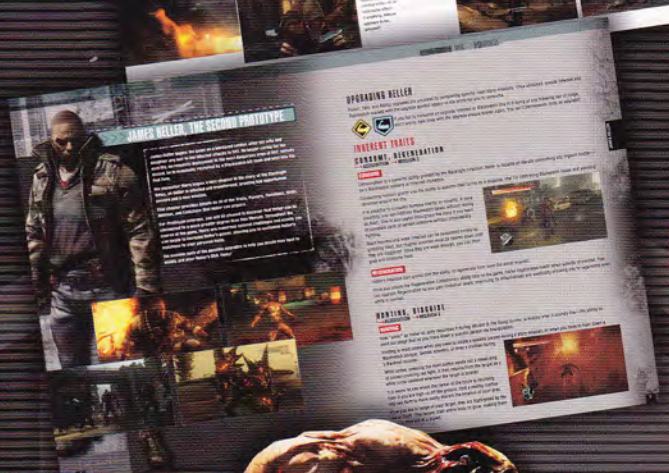
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